THE HOBBIT™

AN UNEXPECTED JOURNEY

STRATEGY BATTLE GAME

GAMES WORKSHOP

ice bay
angmar
arnor
hills of evendim
lake evendim
fornost
weather hills
hoarwell
forlindon
blue mountains
lune river
forlond
the shire
gulf of lune
the grey havens
harlond
harlindon
south downs
loudwater
brandywine river
minhiriath
tharbad
swanfleet river
river
greyflood
enedwaith
dunland
isen
river
gap
adorn river

Grey mountains
withered heath
the desolation of smaug
iron h
Rhoslanion
Mirkwood
River Running
coldfells
Gladden fields
Lothlorien
the Brown Lands
Limlight River
wold
West Emnet
East Emnet
Rohan
Emyn Muil
Dagorlad
the dead marshes
Ash mount
Udun
Fenmarch

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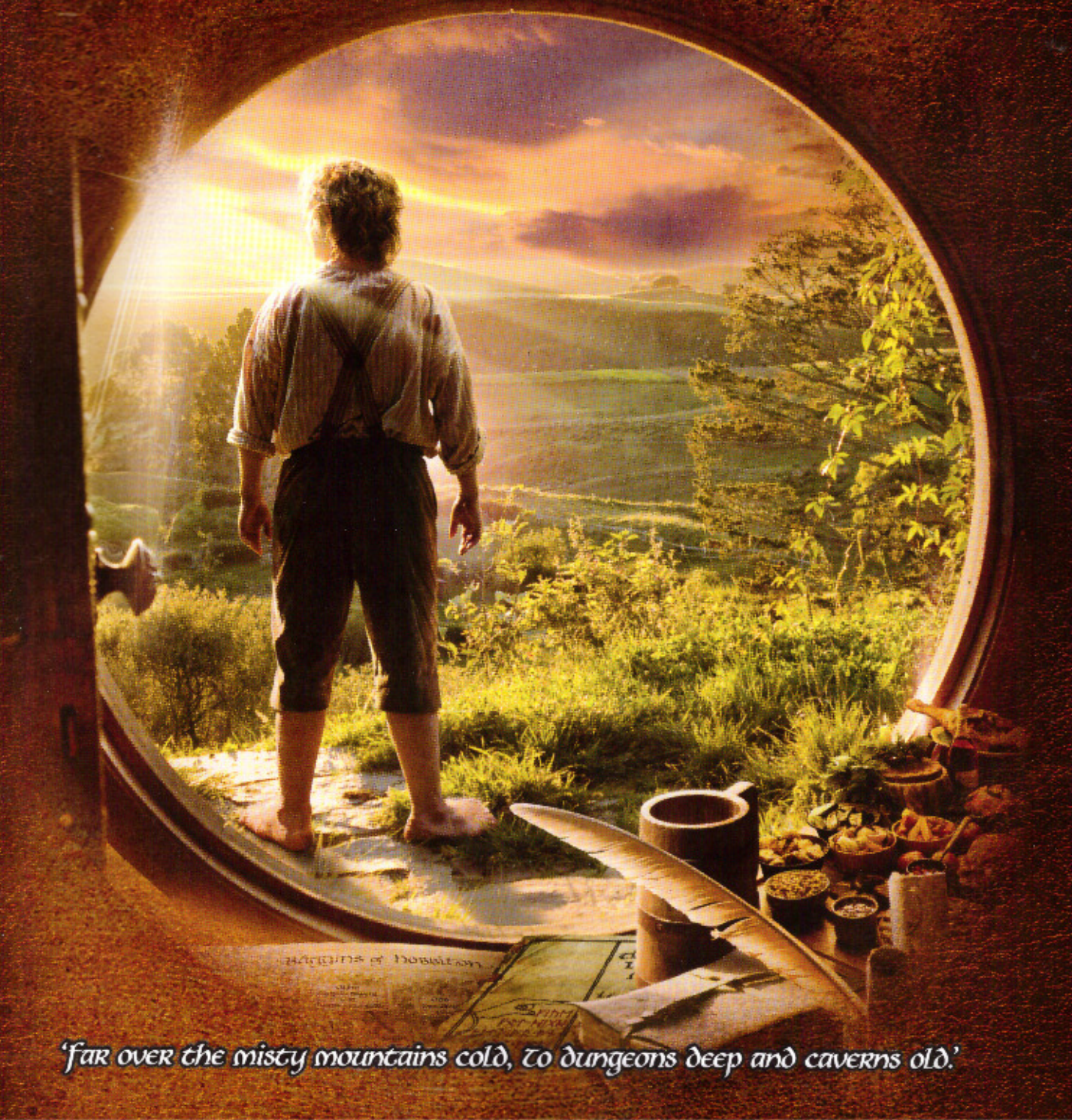
STRATEGY BATTLE GAME



'far over the misty mountains cold, to dungeons deep and caverns old.'

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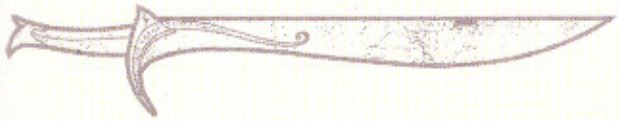

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INTRODUCTION

'In fact I will go so far as to send you on this adventure. Very amusing for me, very good for you...'

- Gandalf, An Unexpected Party

From the rolling fields of the Shire to the slopes of the Lonely Mountain, the quest to Erebor takes a band of heroes through many perils. Survival requires cunning and skill as you overcome dangers from the ever-present threat of attack in the Trollshaws to the pervading evil deep in the Misty Mountains.

Welcome to *The Hobbit: An Unexpected Journey*, the exciting hobby of collecting, painting and gaming with miniatures based upon the book *The Hobbit* and the movie *The Hobbit: An Unexpected Journey*. If you have ever wished to join in the journey to Erebor, this hobby is for you.

Gandalf the Grey

Bilbo Baggins

Middle-earth in Miniature

Many who have followed the adventures of Bilbo Baggins have at some point dreamt of being part of the action. This rules manual unlocks an entire hobby – a realm of possibilities in which your imagination can run wild, and you can be transported to the lands of Middle-earth.

If you are reading this, chances are you have already seen the beautiful Citadel miniatures of the characters and creatures from *The Hobbit: An Unexpected Journey*; possibly you already own some. This rules manual serves as a guide to collecting these models, bringing them to life with a lick of paint, and organising them to play exciting games against your friends. Whether you just want to collect and paint your favourite models, or you strive to gather mighty armies of Dwarves, Elves or Goblins, this rules manual will show you how.

Thorin Oakenshield

Goblin

How to use this Rules Manual

This rules manual contains all the information you need to organise your collection and play great games with your models. This game lets you recreate your favourite scenes from the movie on the tabletop, and collect the armies of Middle-earth – you will find rules and profiles for all your favourite characters. The manual also contains information on the wider hobby, including tips on assembling and painting your models, with a gallery of beautifully painted miniatures to inspire you. Finally, you will find a collection of Scenarios that take your adventures even further, recreating the epic events from the War of the Ring.

0 examples

When you see boxes such as this within the rules manual, they will contain important examples to help you easily understand the rules. The number in the top left corner corresponds to matching numbers near the relevant rule.

What about The Lord of the Rings?

Are you already a fan of *The Lord of the Rings* Strategy Battle Game? If so, thanks very much for staying with us all this time. *The Hobbit: An Unexpected Journey* is basically the evolution of the game you already know and love. All the models and supplements you already own are compatible with this rules manual – in fact, a lot of this volume's content is included so that older models can continue to be used. There's nothing to stop you from gaming with those models alongside the ones from *The Hobbit: An Unexpected Journey*.

As you read through this rules manual, you will notice that there have been a number of changes and alterations to the rules, which will provide new tactical and gaming opportunities for your collection of models. It's well worth reading through all of the rules, even the ones that seem familiar, as there are plenty of changes and updates, all designed to make your gaming experience more enjoyable than ever. No doubt, by the time you've played through a game or two, you'll be mastering all manner of new tactics, tricks and strategies.

The Shadow Lord

playing a game

If you have never played a tabletop battle game, you might be wondering what it is like. On the following pages we will look at how to set up and get started with your first game of *The Hobbit: An Unexpected Journey*.

The first thing to do when you are planning a game is to get together with your friend and work out what kind of game you want to play. There are two main ways to play *The Hobbit: An Unexpected Journey*:

Points Match – Points Match games allow you to organise your collection of models into an army chosen from this rules manual, and the extensive range of rules supplements. Points Match games are detailed on page 98.

Scenario – You can recreate a famous event from the book or movie, matching your models to the protagonists present in the 'actual' events. Scenarios are detailed on page 110.

In the picture below, Adam and Mat have opted to recreate the exciting events of the movie by playing the Flight to Freedom Scenario.

Setting Up the Battlefield

Every Scenario and Points Match game includes instructions and tips on how to set up your the battlefield, including maps and often photos. Following the instructions on page 118 in the Flight to Freedom Scenario, Adam and Mat jointly arrange the scenery on the board. Note that, if you don't have all the right terrain elements mentioned, you can still play the game – you might just need to use a little imagination and improvisation!

Choose Forces

The Flight to Freedom Scenario includes suggestions on which models to include to make the Scenario a balanced and exciting clash of wits (and also resemble the scene from the movie). Adam opts to use the Good force, consisting of Thorin's Company. Mat happily takes the Evil side, complete with the Goblin King and his minions.

Objectives

Every Scenario has rules that determine who wins. In this Scenario, Thorin and his companions must recover their wargear and then escape from the clutches of the Goblin King. Adam will win if he manages to get ten of his models safely off the board via the marked area. Mat wins if he can prevent this.

The Rules

The rules are what make the game work on the tabletop – they govern all the elements of play, from how far a Dwarf can run (which is pretty important when he's being chased by a Fell Warg) to whether or not a hurled axe hits its target and so on.

Characteristics

Each model, from the bravest Dwarf to the most cowardly Goblin, has a profile listing the values of its characteristics. An example profile is shown below and you can find more profiles at the back of this manual.

A profile is a collection of letters and numbers. Each of these relates to a particular aspect or ability. While you are playing the game, you'll often find yourself referring to these to see which model wins a duel, whether a blow wounds its victim, etc.

Mv	F	S	D	A	W	C
5"	4/4+	3	5	1	2	6

M	W	F
1	3	2

Move

MV

Possibly the characteristic that is used the most, the Move characteristic tells you a model's maximum move distance, in inches ("), each turn.

Fight

F

Fight is the characteristic that shows a warrior's relative skill in close combat and with shooting weapons. This characteristic consists of two numbers divided by a slash. The first number is called the Fight value and shows how skilful the model is in a duel; the better they are, the higher their Fight value. The second number is called the model's Shooting value, and shows the model's skill with missile weapons. In this case, the lower the number the better; the number shown is the score you need to equal or exceed to hit a target with a missile weapon.

Strength

S

A model's Strength value denotes how powerful it is; a mighty Troll has a much higher Strength characteristic than a Hobbit. The higher this characteristic, the easier it is to injure an opponent.

Defence

D

A model that is especially tough, or clad in plenty of armour, has a high Defence value. This is the characteristic that shows how hardy and resilient a model is and whether axe-blows, arrows and other attacks will cause harm or not.

Attacks

A

A model's Attacks characteristic represents how much carnage the fighter in question can cause in close combat, and literally translates into how many dice he rolls in duels and when striking, having won a combat.

Wounds

W

Wounds show how many injuries a model can suffer before it dies. If at any point a model's Wounds are reduced to 0, it is removed from play as a casualty. Most fighters have a single Wound, so are removed from play as soon as they are wounded. Some warriors and creatures of incredible bulk or resolve can suffer two, three or even more Wounds before they are slain.

Courage

C

The bravery and determination of a model is measured by its Courage characteristic. The higher this number, the less likely the model is to quail in the face of terrifying beasts, or to flee when the going gets tough!

Might, Will and Fate

M W F

Some special models, known as Heroes, also have Might, Will and Fate characteristics. Unlike other characteristics, these are represented by a store of points that can be used over the course of a game.

A Hero can spend these points to perform special actions, to avoid harm and a number of other things. Heroes, and how to use these abilities, are all explained later in the rules manual (pg 54).

The most important rule

In a game with so many unique characters and creatures, every now and again there will be occasions where a specific situation or point is not covered by the rules, you can't seem to find the right page to compare the exact wording of some intricate point, or you disagree over some other issue, such as whether one model really is in range of another.

Because nobody wants to waste valuable gaming time arguing, and nobody wants their exciting game to become mired in a discussion on semantics, be prepared to interpret a rule in a way that pleases both players or come up with a suitable solution for yourselves (in a manner befitting gentlemen of course). If you find that you and your opponent just cannot agree on the application of a rule or another solution, roll a dice to see whose interpretation will apply for the rest of the game – on a 1-3 the Evil player gets to decide, on a 4-6 the Good player does. Then you can both put the disagreement aside and get on with the battle! Once the game is over, you can continue the discussion and find a common consensus together.

D6, D3 and 2D6

Throughout the rules, there are instances where abbreviations are used to explain what dice to roll or how to apply the results. Ordinary dice rolls are often referred to as D6 – and where you see this it means a single six-sided dice.

The expression D3 means to roll an ordinary dice and halve the result, rounding up. In this manner, a 1 or 2 will be 1, a 3 or 4 will be 2 and a 5 or 6 will be 3. A D3 always gives you a result between 1 and 3 – hence the abbreviation D3.

Finally, where you see the term 2D6, it means to roll two dice and add their scores together (giving you a number between 2 and 12).

1 Line of sight

Kili wants to use his bow to shoot at the Goblin. To make sure that the Dwarf has Line of Sight to the target Kili's controlling player carefully leans across the table to get a Dwarf's-eye-view of the shot!

Basic Principles

There are a few basic principles that govern *The Hobbit: An Unexpected Journey* Strategy Battle Game, which are worth explaining straight away.

Good versus Evil

All of the fighters, leaders and monstrous beasts in Middle-earth can be generally described as either noble-hearted and valorous, or cruel and sinister in nature. In our games, we distinguish this by referring to them as Good or Evil. When you are playing a game, you command either the forces of Good or the forces of Evil – each side is represented by a number of models controlled by one or more players.

There must always be at least one player for each side. For larger games, more players can easily join in; each player just chooses a side to be on. Usually it makes sense to have roughly even teams, but this is something to decide for yourselves before your games.

Turns

Just like many games you will have played, such as chess, checkers or similar, *The Hobbit: An Unexpected Journey* is divided into turns. During a turn, each player controls his models – moving, shooting and fighting deadly hand-to-hand combats. Some games last until a certain number of turns have passed, and sometimes it will end when one of the players completes a particular set of objectives. In one scenario the game might end after ten turns or once one side has been slain or captured. In each case, the duration will be made clear.

Rolling Dice

Throughout the game, dice rolls will determine the effectiveness of your models' actions. The dice we use for this game are ordinary six-sided dice. Sometimes the rolls that are required will have modifiers applied to them (such as a -1 modifier or a +1 modifier). For example, Goblins are so good at scrambling across difficult surfaces that they receive a +1 modifier to any Jump, Leap and Climb tests. Thus, a player making such a test with a Goblin would roll a dice and add +1 to the result. No matter how many modifiers are applied, however, the result of a dice roll after modification can never be greater than 6 or lower than 1 for a single dice or greater than 12 or less than 2 when rolling 2D6.

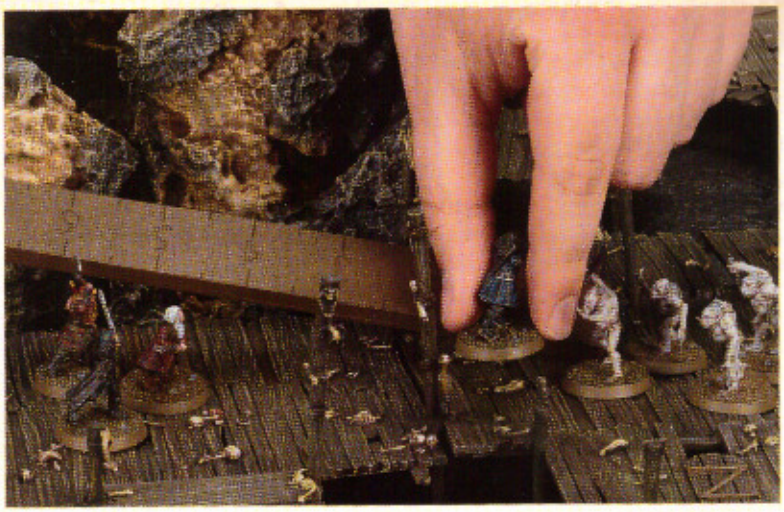
Re-rolls

There are a number of situations in the game where a dice might need to be re-rolled. When this is the case, it's a simple matter of taking the dice and rolling it again. The second roll always stands, whether it is better or worse than the original roll. Also, note that you may never re-roll a re-roll. When re-rolling a 2D6 roll, you roll both dice again.

Line of Sight

In every game, you will need to know what your model can see. The easiest and best way to work this out is to carefully get down and take a look from the 'model's-eye-view'. This is known as a model's Line of Sight. If you can't get in for a model's-eye-view for any reason, trace a line between the targets with a tape measure or range ruler instead.

We imagine our miniatures to be dynamic, action-packed warriors, and so don't penalise them for any bulky wargear they might be carrying or for their dramatic poses. Thus, a model has Line of Sight to another if part of its body (head, torso, arms and legs) is visible. If only banners, wings or weapons can be seen, the model is not in Line of Sight. If you aren't sure what your model can see, ask your opponent to have a look too, and agree on it together.



Models who fight on foot are Infantry, whether they are Elves, Men, Dwarves, Hobbits or other, stranger, creatures.

Measuring

Throughout the game, you will need to measure distances across the battlefield and between models, when working out how far a model can move or how far away a target is. All our measurements are made in inches. When you play it is perfectly acceptable to use a standard tape measure or ruler; as long as it is marked in inches, it doesn't matter.

To measure between models, always measure between the closest two parts of their bases.

You can measure distances whenever you wish, for any reason!

Some veteran players, who have journeyed through The Lord of the Rings editions of the game, may wish to continue using centimetres, in line with their older supplements. The Appendices at the back of this rules manual contain a simple conversion chart to assist with this.

A Cavalry model consists of a rider and his mount. For the purposes of moving and fighting, they are one model.

Infantry, Cavalry and Monsters

There are a broad variety of models divided into three categories, namely Infantry models, Cavalry models and Monsters. When you look at the Characteristic profile of a model, it will state whether the model is a Monster or Cavalry. If it is not stated, the model is simply an Infantry model; no extra, unusual rules pertain to them. Cavalry models (pg 48) and Monsters (pg 62) have a number of rules that apply to them, and as you play games, you will want to learn more about how they work in the game.

Models and Bases

Every Hero, Warrior or Monster in the game is represented by a Citadel miniature, or model. This model represents the character or creature throughout the battle and is moved by its controlling player during the game. You'll notice that all of the models are mounted on bases. The base represents the amount of space that the miniature needs around it. Models should always be mounted on the bases they come with. Bases cannot overlap one another during play and should not be piled upon one another. If a model's base is touching something else, including the bases of other models, it is said to be in 'base contact' with it.

Whenever you measure from one model to another (or to a particular point) always measure from the closest edge of the model's base. There are a very few models that are not mounted on bases (the Trolls' Campfire and certain Siege Engines, for example); in these instances, measure from the closest edge of the model itself.

Monsters are mighty beasts and are amongst the deadliest creatures to be found in Middle-earth.

What you need to play

Playing *The Hobbit: An Unexpected Journey* is a fairly simple affair, truth be told, but there are a few things you will need to organise in order to play your game (a willing opponent not least among them). On this page, we take a look at what you need, explain some of the more unusual items and help you work out how to get started.

Refreshments

In the truest tradition of Hobbits everywhere, it's a good idea to have a mug of something nice to drink on hand during your game (and it never hurts to have a selection of sensible snacks, such as biscuits and seed cakes, on standby either).

Pens and paper

It's useful to have a pen and paper to record details throughout the game, such as which models are wounded or have spent Might, Will or Fate points.

Citadel miniatures

It might seem obvious – but you will need some Citadel miniatures to play with. Whether these are models collected specifically to recreate a famous scene or event, or a collection of favourite models arranged into a warband or two, all depends on the type of game you want to play. Many hobbyists play their first game or two with unpainted models, but as almost every gamer will attest, playing with fully-painted miniatures looks and feels better!

A playing area

Battle games can be played anywhere, whether it's on your kitchen table – with some improvised scenery to block Line of Sight and add interest – or on a fantastic bespoke game board such as you can see here. The more attention that you put into your playing area, the more evocative your gaming experience will be.

All playing area dimensions in this rules manual are given in feet ('). A playing area of 6' x 4' would therefore be one 6 feet long and 4 feet deep. Most of the scenarios require either a 6'x 4', 4' x 4' or a 2'x 2' playing area.

Rules manual

Obviously, you need to know the rules to play the game (and even once you've learned the ropes, it's often handy to have a copy of the rules manual around for reference).

Dice and tape measures

We use tape measures to determine how far your warriors can stride across the battlefield each turn, whether bow shots are in range and to answer a host of other distance-related questions – any tape measure or ruler marked in inches will do. The boxed game, Escape From Goblin Town™ includes one measuring stick, and you can pick up a tape measure from any Games Workshop hobby centre or from our website, if you live in a place where they are hard to find.

We use dice to resolve who wins a Fight or whether magical powers are successfully employed, so it's important to have a selection of ordinary six-sided dice to roll (between six and twelve, preferably with a few different coloured dice is about right).

1 The Escape from Goblin Town

With the board set up, our players begin to their game. Mat definitely has the advantage of numbers in this game, as his Goblins come boiling out of every possible nook and cranny to attack the Dwarves. Fortunately, for the Good side, the Dwarves are all expert fighters (well, except for Ori) so they can easily hold their own as long as Adam doesn't let them get too badly surrounded.

2 Gandalf to the Rescue

Successfully using Gandalf's magical powers is key to the Good player not becoming overwhelmed – especially before the Dwarves have the chance to reach their weapons. Adam uses Gandalf to head off the Goblin King and keep him busy. The Goblin King is easily Mat's most powerful model, however, and the old Wizard is wounded in the ensuing battle.

3 The Goblins Charge

Just as Thorin and Dwalin reach their discarded weapons, Mat launches a fearsome charge with a horde of Goblins. Despite a valiant effort, Thorin is beaten back and looks in grave peril until Nori and Dori come to his rescue.

4 Duel on the Scaffolds

The quickest escape route is by travelling along the rickety wooden walkways that crisscross Goblin Town. Gloin and Kili lead the way as the rest of the Dwarves rush to catch up with them. Meanwhile, Gandalf is still battling the Goblin King far below!

5 The End in Sight!

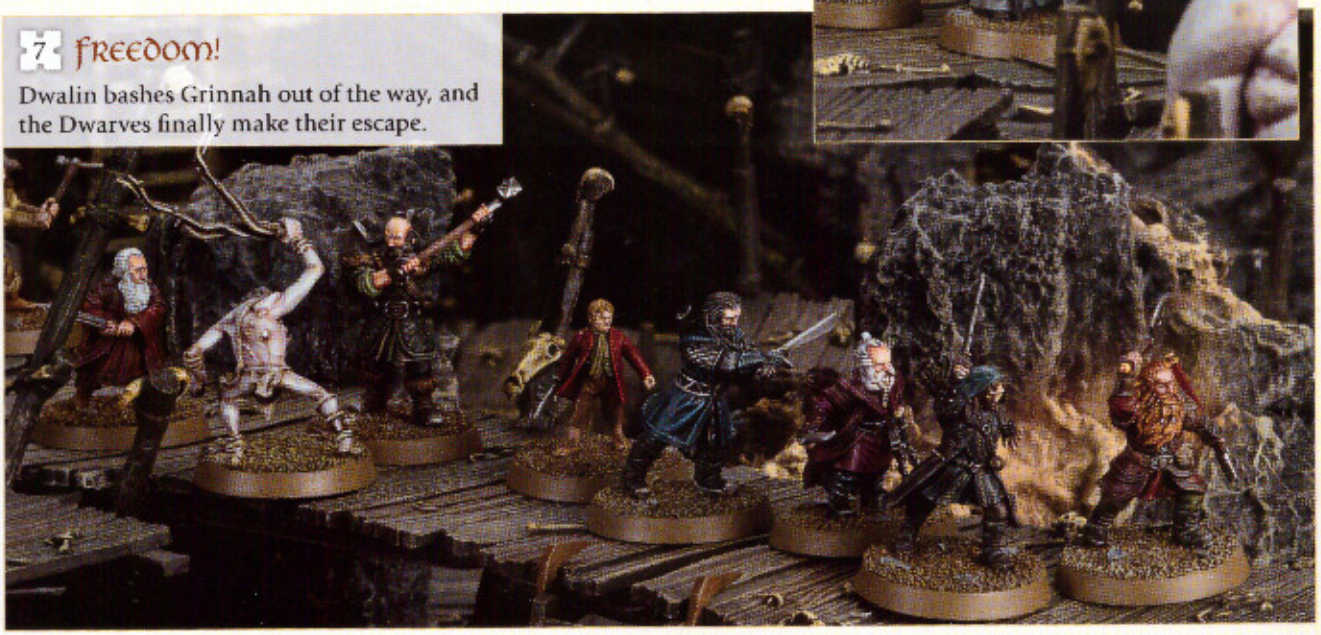
The Dwarves have almost escaped to freedom when Mat slows them down using Grinnah and a few desperate Goblin Warriors. Caught up on the narrow walkway, Thorin's Company fight for their lives.

6 Using Special Rules

Almost every model in *The Hobbit: An Unexpected Journey* has one or more special rules that enable them to act in unusual ways. When Adam finally manages to get Gandalf away from the towering Goblin King, he has Oin use his herbal healing kit on the old Wizard – keeping the wounded Gandalf in the battle for a little longer!

7 Freedom!

Dwalin bashes Grinnah out of the way, and the Dwarves finally make their escape.



To the Tavern!

The Hobbit: An Unexpected Journey is a very sociable hobby, and when the gaming comes to a close (and all the models are safely packed away), it's nice to have a sit down and a chat, share your favourite moments from the battle and plan the next game. Here Adam and Mat have retreated to Bugman's Bar in Warhammer World – where the winner buys the drinks (and in this instance, it's Adam).

The
Rules

The Game Turn

In battle, chaos reigns as armies fight in brutal combat. Flights of arrows streak down upon enemy fighters as they duel to the death.

To bring order to this swirling maelstrom of action, we organise the battle into turns. Depending on the Scenario, there could be any number of turns. Sometimes, a Scenario will call for the battle to last a set period of time, whilst others will continue until one side is wiped out, a certain number of turns have expired or certain other conditions are met.

Turns

In each turn, both players get to use the models under their control, enabling them to move, use magical powers, shoot and fight in hand-to-hand combat. To keep things sensible, a turn is divided into several phases, which are listed in the chart below.

During each of the phases, both players use their models; the player who has Priority acts first, and when he has completed his actions with all of his models, the other player then acts with his own models.

Turn Sequence

1. **Priority phase**
In the Priority phase, players roll off to see which player has Priority.

2. **Move phase**
Both players move their models. First, the player with Priority moves any of his models that he wishes. When he is finished, the other player moves his own models.

3. **Shoot phase**
Players make shooting attacks with any of their models that are equipped with missile weapons, starting with the player with Priority. Once he has finished with all of his models, the other player makes shooting attacks with his own models.

4. **Fight phase**
In the Fight phase, all models from both sides that are engaged in hand-to-hand combat fight. The player with Priority chooses the order in which the combats are resolved.

5. **End phase**
In this phase, resolve any effects that 'remain until the End phase' (such as poison, paralysis and so on), and then clear away any stray tokens and dice before starting the next turn.

The Priority Phase

'We are met to discuss our plans, our ways, means, policy and devices.'

- Thorin Oakenshield, An Unexpected Party

Priority is how we determine which player acts first in the subsequent phases of a turn. It represents one force acting swiftly (or the other side biding its time) and can present a range of tactical opportunities and consequences throughout the turn that follows.

In **Scenarios** Priority goes to the Good player in the first turn, unless the Scenario specifies otherwise.

In **Points Match** games (pg 98), it is common for players to roll for Priority in the first turn – re-rolling any ties in that first turn.

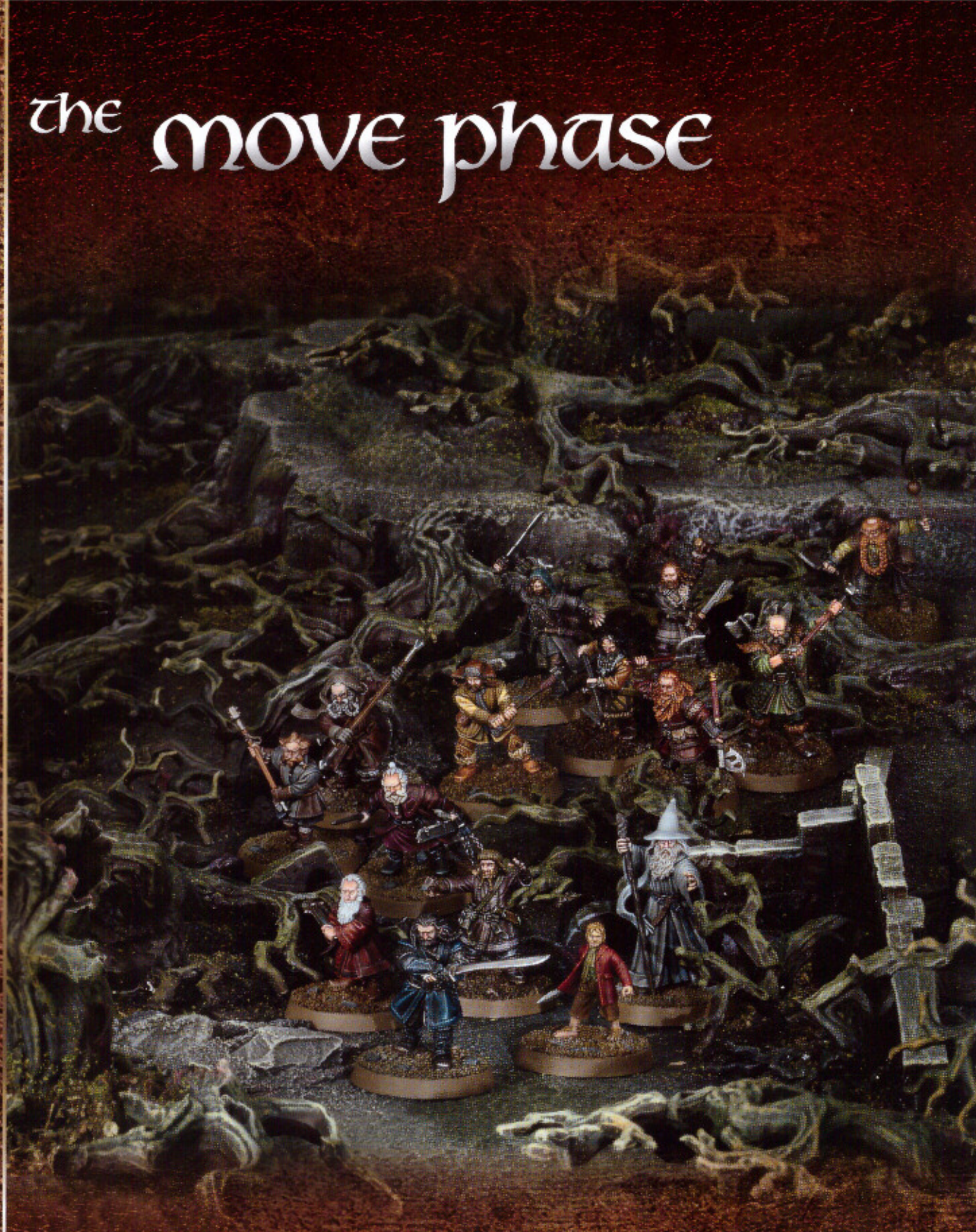
Regardless of what type of game you are playing, from the second turn onwards, players each roll a D6 in the Priority phase to see who has Priority for the rest of that turn; the player who rolls the highest has Priority. In the event of a tie, Priority passes to the player who did not have it in the previous turn. For this reason (and indeed, for reminding yourself of who has Priority throughout the turn) it is a good idea to have a counter or token to denote Priority, and to pass it from player to player as Priority changes.

As you gain experience, you'll quickly realise that there are both advantages and disadvantages to having (or not having) Priority. After a few battles, tactics and ruses that you can use to make the Priority system work to your best advantage will begin to become apparent. Something else to bear in mind is that there are a number of special abilities that can alter the ordinary workings of the Priority system (Heroic Actions, special rules and so on). These are explained fully in the relevant sections.

PRIORITY

A game is under way, and it is the Priority phase. Both players roll a D6 to determine which side has Priority. The Good player rolls a 5 and the Evil player rolls a 3 so the Good player retains Priority. If the result had been a tie, Priority would have gone to the player who did not have it in the previous turn.

the move phase



'There was no time to count, as you know quite well, till we had dashed through the gate-guards...'

- Dori, Out of the Frying-pan into the Fire

As a battle rages, success often goes to those who best control the battlefield and seize critical locations. Whether the goal is to flee from ravening Wargs or fight a life-or-death battle against Goblins, you will need a firm grasp of the Move rules to achieve victory.

Priority

The player with Priority moves first. He may move all, some, or none of his models. Once the player with Priority has completely finished, the opposing player then gets to do likewise.

Moving Models 2 3 4

Ordinarily, you can move each of your models once in the Move phase. You can move your models in any order you choose – as long as you complete the move of one model before going on to the next.

A model can move a distance up to his Move characteristic in inches, as listed on his profile: this is referred to as the model's 'maximum move distance' or 'move allowance'. We have included a quick-reference table in the Profiles section that lists all of the common Move characteristics.

To move a model, measure how far it can travel and then move it along the correct amount. Models are not required to move only in straight lines – often you'll need your warriors to traverse complicated battlefields and move around terrain. A model can move in any direction he wishes, as long as he does not exceed his Move characteristic.

Models may not move 'through' other models. Indeed, for a miniature to move past or between others, there must be enough space for its base to pass through without disrupting them. If there isn't room for a model to pass, it will have to go around or wait.

Models Unable to Move

Sometimes a model will be unable to move for one reason or another. Where this is the case, it will be made clear in the rules. Examples of this situation include being charged by an enemy model and being under the influence of a particular magical power.

4 Movement

With all these Dwarves blocking the way, Bilbo Baggins can only just squeeze his base through the gap between their bases – note how the gap between Ori and Nori is wide enough for him to pass through.

End of your Move phase

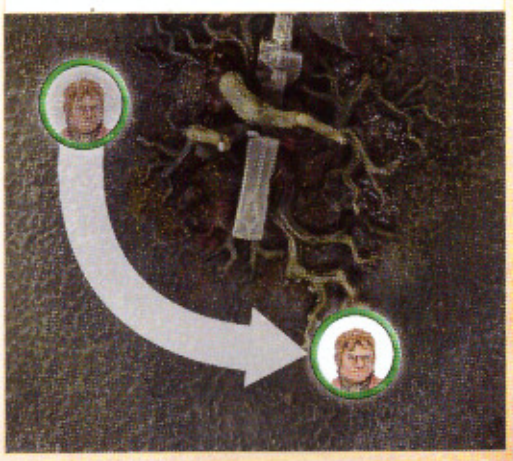
Some events or abilities are said to occur 'at the end of your Move phase'. Such events and abilities take place immediately after you finish moving all the models you wish to move that turn.

2 Movement

Bilbo Baggins is trying to keep up with the rest of Thorin's Company. A ruler is placed beside him to measure out his maximum move of 4". It's important not to exceed a model's maximum move (frankly, that's cheating). With the distance determined, the Hobbit moves level with the 4" mark.

3 Movement

The rocky outcrop shown here is in Bilbo Baggins' path. The controlling player measures around it to work out where the Hobbit's move will end.

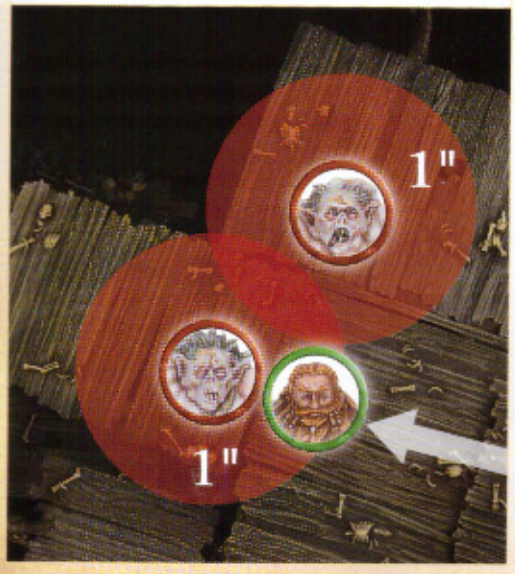


5 CONTROL ZONES

Dwalin is facing off against two Goblins. Due to his Control Zone, they may not enter this space unless they are charging him.

6 CHARGING

Gloin charges the nearest Goblin - entering his Control Zone first. As soon as he enters the Control Zone of this first model, he is free to continue moving within that Control Zone, as long as he ends up in base contact with the model whose Control Zone he entered first.



Control Zones 5

Although our models are immobile, we imagine they are, in fact, quite dynamic, always ready to battle their foes. To that end, every model has a Control Zone – this is an imaginary ring that extends 1" around the model's base. No enemy may enter this space unless he is charging the model in question (we will cover the rules for charging in a moment).

There are occasions when a model might be forced into the Control Zone of an enemy due to some other rule, such as being forced to Back Away in a Fight (pg 39). In these instances, it is acceptable to move the model into the Control Zone, making sure that a small distance still separates the models. Note that a model cannot choose to enter an enemy's Control Zone – it can only occur when made to by another rule.

Control Zones can prove to be very useful, enabling you to keep enemies from entering an area of the battlefield. This can be especially useful for protecting an objective, or individual, from attack.

Stuck in a Control Zone

Sometimes a model will start its move already within an enemy model's Control Zone. In these situations, your model has three choices:

- Remain where it is and forego moving.
- Charge one of the enemy models whose Control Zone it is in.
- Move away. In this third instance, the model may move within the Control Zones of his foes, provided that he doesn't get any closer to the foes whose Control Zones he started in.

Charging Enemies 6

Many of the warriors in this game are exceptional fighters (or they have a special enthusiasm for the task, which is often as good). Models can only fight enemy models with whom they are in base contact, and to move into base contact, they must Charge.

Charging is a special type of move that allows you to end your move in base contact with an enemy. The main rule that governs making a Charge is that the model must have Line of Sight to his intended target before he starts moving that phase. If he has Line of Sight to his target, proceed as described below. If not, try looking for a different target, moving to a better spot or moving a different model first instead.

Making a Charge is a simple matter – measure the distance as you would for any other move and, if you have enough move to reach the target, then move your model into base contact with the target.

Once a model has charged into an enemy and ends its move in base contact with them, they are both engaged in combat and cannot move any further in that Move phase.

There are occasions when a model that was engaged in combat might find itself suddenly unengaged. When this happens, if the model's chance to move has not yet passed, he may still do so.

It is entirely possible, because of the order in which you choose to move your models, that a model that could not make a Charge earlier in the phase might well be able to as your Move phase continues. This makes the order in which you move your models very important. Models may block one another's movement (or, conversely, by moving them in the right order, they may free each other to move more effectively).

Charges and Control Zones 6 7

There are a couple of rules of note regarding Control Zones that come about due to Charges, which we shall discuss here.

The first rule is that if a model enters the Control Zone of an enemy, he must Charge that enemy – so choose your moves carefully.

The second rule is that a model that is engaged in combat has his Control Zone cancelled out. This means you can eliminate the Control Zones of enemy models to clear a route through them.

The third rule is that when a charging model enters a Control Zone, he may ignore the Control Zones of other nearby models to continue charging his original target. This means that, no matter how closely packed enemy warriors are, a model is always able to Charge the first enemy whose Control Zone he moves into.

Charging Multiple Enemies

There are times when a model who is especially powerful or confident (or desperate) will wish to Charge more than one enemy at once. This can serve a number of tactical advantages, not least of which is enabling him to cut down several foes in quick succession.

Charging multiple foes is very straightforward. As long as your model has a high enough Move characteristic to reach all of his intended targets, and his base is large enough to touch multiple models, simply move him into base contact with his foes.

Remember that a model ignores subsequent Controls Zones after the first one that it enters, so it is free to enter the Control Zone of a second, or even third model to fight a Multiple Combat (pg 43).

Defended positions

Sometimes, a model will wish to Charge an enemy who is on the other side of wall, hedge or other barrier. The rules for this are more fully detailed in the Fight phase section (pg 43).

Fights

At the end of the Move phase, it is important to work out which models are in combat with one another, for the sake of clarity. Any models that are engaged in combat with an enemy need to be paired off into Fights, which are more fully detailed in the Fight phase section (pg 38).

Sometimes you will have situations where a single model is faced by two, three or even more opponents. This is called a Multiple Combat. Opponents are always paired off into one-on-one Fights where possible, and any other combatants then join into a Multiple Combat against an enemy they are touching. Pairing off models in this way is governed by a couple of rules.

First, all models in base contact with an enemy must fight, so make sure all models engaged in combat are still in a Fight when you are done.

Second, if a model could be involved in more than one Fight, the player with Priority chooses which of the Fights the model is assigned to.

In practice, it is usually a good idea for both players to quickly look over all the potential combats at the end of the Move phase and split them into their respective Fights – with the player with Priority deciding on any where there are multiple options. Always separate the combats a little, so that the Fights actually have a little distance between them.

7 Charging

Here, there is a narrow gap between Nori, and Dori, but the Goblins would like to charge at their weaker brother, Ori. Because of Nori and Dori's Control Zones, however, the Goblins cannot pass through without first charging Ori's brothers.

Continuing the Control Zone example from the previous page, two Goblins have charged Nori and Dori. Now that they are engaged in combat, Dori's and Nori's Control Zones are cancelled.

With Dori and Nori engaged in combat, the way is now clear through to poor old Ori, who must now fight for his life!

8 Difficult Terrain

Dwalin (a Dwarf with a Move of 5") has strayed from the path and is attempting to traverse thick undergrowth. For every inch that he moves, he counts as having moved two inches.

9 Difficult Terrain

Dwalin needs some help, so Balin (also a Dwarf with a Move of 5") goes into the difficult terrain to support him. Balin moves across 3" of open ground before he reaches the difficult terrain. Since he only has 2" of movement remaining, he can move up to 1" into the thick undergrowth.

Terrain

The battlefields of Middle-earth are not flat, lifeless surfaces, but are covered with exciting terrain including rickety walkways, treacherous rocks, babbling streams and cliff faces. In many ways, what makes the battles in *The Hobbit: An Unexpected Journey* so enthralling are the fantastic locations where they take place. The battlefields on our tabletops can be just as exciting as these, but to make our game work smoothly upon them, we need rules to govern their interactions.

Open Ground

Generally speaking, the majority of any battlefield is open ground. This covers such surfaces as grassy fields, sandy beaches, carved stone passageways or wooden walkways. There are no special rules assigned to such terrain, and any abilities that affect terrain do not affect open ground. Moving on such surfaces is completely normal and natural; models can move around on them up to their full Move.

Difficult Terrain 8 9

Areas of loose rocks, thick undergrowth, especially long grass and other terrain that makes movement awkward, but not dangerous, is considered to be difficult terrain. This sort of ground isn't especially threatening (indeed it's not really dangerous at all, in most circumstances) but it does tend to slow down the movement of our fighters.

Any model that enters difficult terrain counts the distance it moves whilst in it as double. Thus, a model that moved half an inch through a piece of difficult terrain has used up a whole inch of movement, and so on. This penalty is applied any time that even part of the model's base is within difficult terrain.

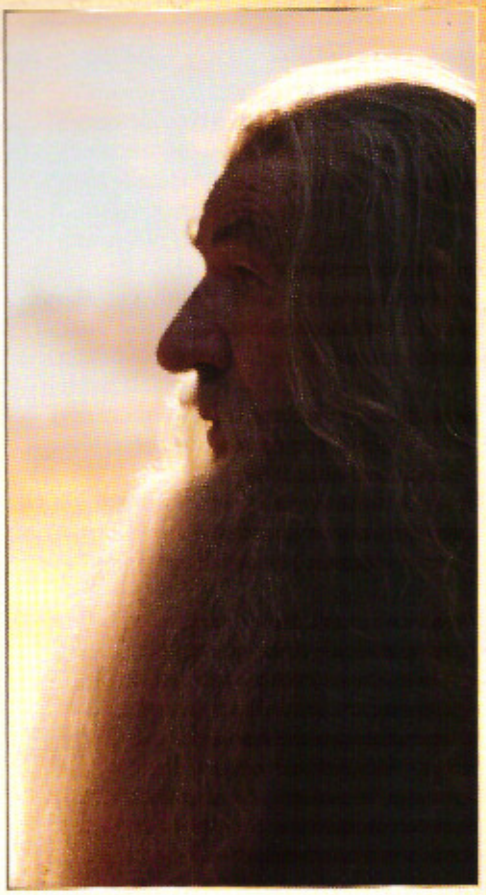
Obstacles

Barricades, broken walls, fallen trees, hedges and piles of rocks are scattered across the battlefields and wild places of Middle-earth. These provide shelter from missile fire, as well as obstructions for our adventurers to traverse. Carefully placed Obstacles can slow the advance of an entire army as models are forced to jump over, or travel around, them.

The term Obstacle describes linear objects on the battlefield that impede movement, but can still be crossed, such as low walls, fences and so on. A model's ability to cross any such Obstacle is determined by comparing the height of the model and the Obstacle in question.

Any model can automatically cross an Obstacle that is less than half its height, without penalty – simply move the model over the Obstacle, imagining that it is stepping over it without difficulty. This means that a Man will be able to stride effortlessly over an Obstacle that a Hobbit or Dwarf might struggle with – a little unfortunate for the smaller fellows, but fairly representative of the natural order of things.

A model can attempt to cross an Obstacle that is greater than half its height, but must take a Jump or Climb test to do so (pg 26 and 28). Usually, you can tell whether a model can cross an Obstacle without a test just by looking at it. In those rare situations where you must know exactly, measure the model from the top of his head to the bottom of his feet. Be sure to work out the model's 'true height', not the height of it in a strange pose (crouching low or perched on something, for example), and be sure to agree with your opponent. Once you have determined the height of the model, compare it to the height of the Obstacle to see if a test is needed.



Jump table

D6	Result
1	**Stumbles and Fails** The model does not cross the Obstacle, but instead ends its movement for the turn.
2-5	**Success** The model successfully clambers over the Obstacle and reaches the other side. Place your model on the other side of the Obstacle, with its base touching it. The model may move no further this Move phase.
6	**Effortlessly Bounds Across** The model vaults across the Obstacle with ease, and may even complete its movement up to its maximum move distance (minus the distance it already used getting across the Obstacle, of course).

Jumping 10 12

From fallen trees to low walls, there are many things that must be crossed on the battlefield. Jumping represents a model leaping or vaulting (or, in the case of Hobbits, a type of mad scrambling) to get across an Obstacle. Any attempt to do this is resolved with a Jump test.

A model may jump an Obstacle that is up to (but no greater than) its own height. If the top of the Obstacle is higher than the top of the model's head, he must instead make a Climb test (pg 28).

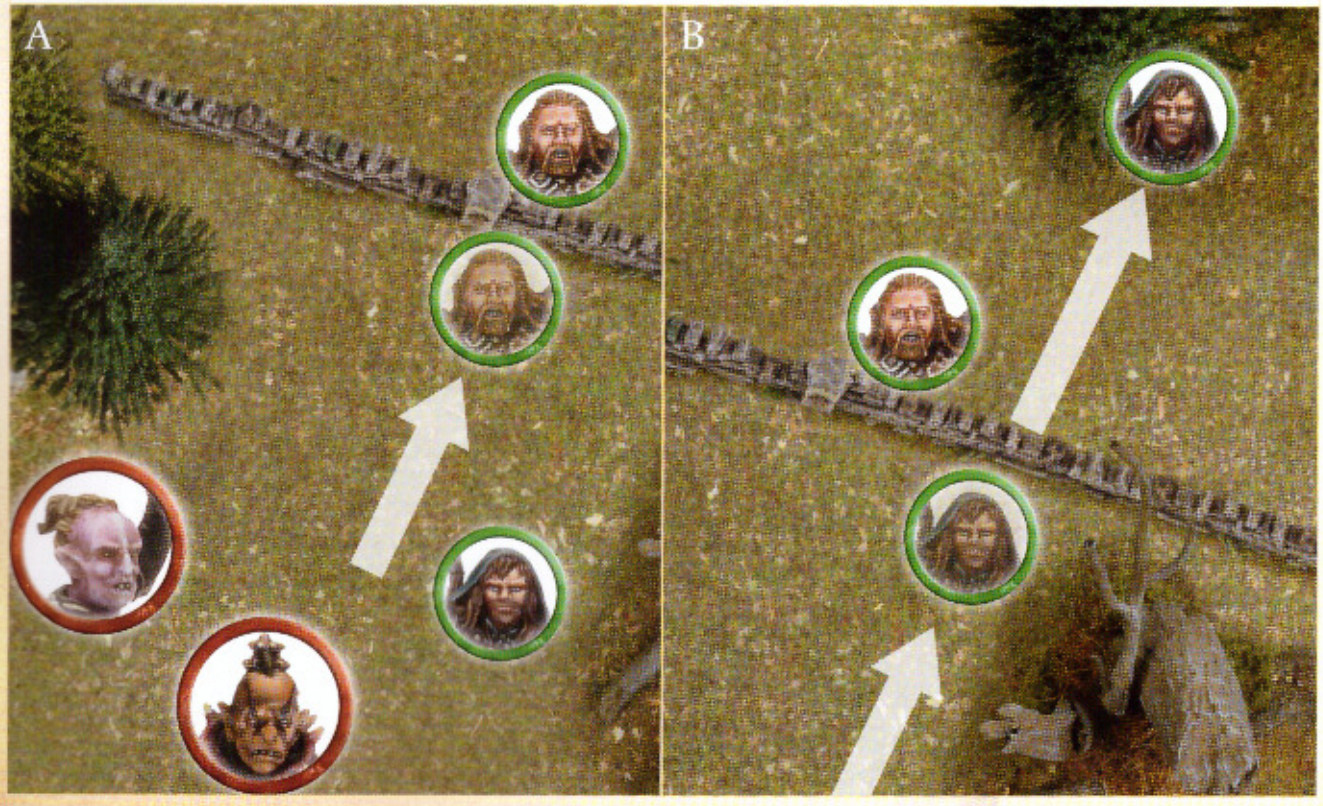
Making a Jump test is simple. Move your model into base contact with the Obstacle that you wish to jump over, roll a D6, compare the result to the Jump table on the left and follow the instructions given.

The horizontal movement your model makes when it jumps an Obstacle still counts towards the distance that model has moved this turn (although the vertical movement does not).

10 Jumping

Fili is fleeing from a Hunter Orc and wishes to cross over a low wall. As the wall is no taller than Fili, he may attempt to jump over it. He moves into base contact with it and makes his Jump test. He rolls a 4 and moves over the wall to the other side.

Kili catches up with his brother and attempts to jump across the same wall. He takes his test too and scores a 6. He therefore not only crosses the wall, but may continue his move with his remaining allowance.



Leaping

With rickety walkways, yawning chasms and more decorating our battlefields, there are plenty of opportunities for models to leap across intervening gaps. Any attempt to do this is resolved with a Leap test.

A model can leap across a gap with a width of up to twice the height of the model (compare the model to the gap in question if you are in any doubt). If the gap is wider than twice the model's height, he cannot attempt to leap across it.

Making a Leap test is simple. Move your model up to the gap that you wish to leap over, roll a D6, compare the result to the Leap table on the right and follow the instructions given.

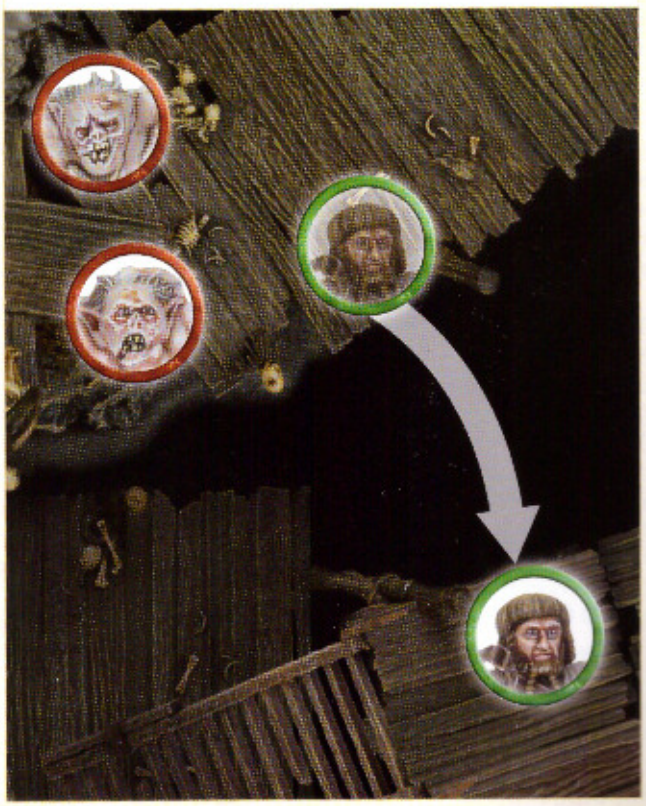
To leap across a gap, your model's maximum move distance must reach far enough across the gap to be able to place it fully on the other side, otherwise it's just too far to leap across.

Leap table

D6	Result
1	**Stumbles and Fails** The attempt to leap the gap has gone wrong. The model falls to the bottom of the gap, suffering falling damage as described on page 28.
2-5	**Success** The model manages to leap across safely. Place your model on the other side of the gap, with its base touching it. The model may move no further this Move phase.
6	**Effortlessly Bounds Across** The model leaps across without missing a step. Place it on the other side; it may even complete its movement up to its maximum move distance (minus the distance it already used getting across the gap, of course).

11 Leaping

Pursued by a pair of Goblins, Ori decides to leap across a chasm to safety. Trusting to luck, he rolls a dice and consults the Leap table to see if he makes it to the other side. Rolling a 4, the Leap is a success, and he moves to the other side of the gap.



12 Jumping and Climbing

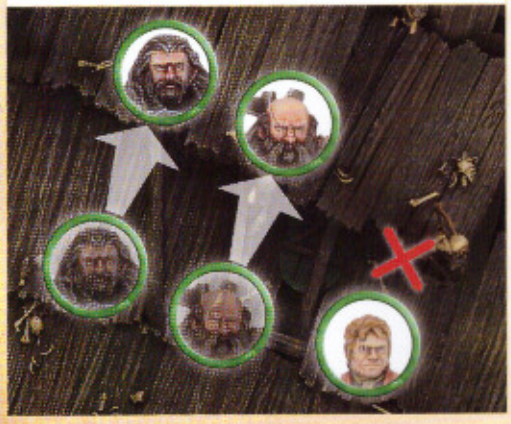
Oin and Gloin are racing to get out of Goblin Town. Oin chooses his route over the low, crumbling wall – and must take a Jump test. Gloin wants to put some height between himself and the Goblins and chooses to scale the rocky outcrop – he must take a Climb test.

Climb Table

D6	Result
1	**Fall** The model slips and falls to the ground, and is placed Prone at the bottom of the surface it attempted to climb. If the model began its climb at ground level, it suffers no further damage, but if it was higher than this it may suffer falling damage (see below).
2-5	**Continue to Climb** The model climbs until it has moved its maximum move distance, or reaches the top, after which it may move no further this Move phase.
6	**Swift Ascent** The model climbs until it has moved its maximum move distance, or reaches the top. It may even complete its move up to its maximum move distance after it reaches the top (minus the distance it has already used climbing up, of course).

13 Climbing

Thorin, Dwalin and Bilbo Baggins are cut off from their allies and need to climb the scaffolding to reach them. Thorin spends 1" of movement to reach the base of the scaffold, and then takes a Climb test. Rolling a 5, he is successful and moves to the top of the scaffold. Dwalin follows him and rolls a 6 on his Climb test. He moves up the scaffold and then spends his remaining movement (note that climbing is considered difficult terrain, so he has precious little left). Finally, the Hobbit reaches the bottom of the scaffold, but rolls a 1 for his Climb test. He fails to climb, and instead falls to the floor!



Climbing 12 13

When faced with especially tall Obstacles, the likes of a rock face, a tumble-down pile of statuary or raised scaffolding, a Climb test is often in order. The major difference between jumping and climbing is whether a model is attempting to increase its altitude by more than its own height.

When a model attempts to make a Climb test, it is important that there is some way for it to scale the surface – handholds, jutting rocks, wooden crosspieces and so on. Whenever a model climbs in this manner, he is moving through difficult terrain (pg 24). Areas that do not have these are considered to be unscalable (see below).

Making a Climb test is simple. Move your model up to the bottom of the surface that you wish to scale, roll a D6, compare the result to the Climb table on the left and follow the instructions given.

A model may climb a surface or Obstacle of any height, provided that it is scalable (see below).

Climbing very tall Structures

In rare circumstances, models may wish to climb up very tall structures that will take more than one turn's worth of movement to reach the top. In these instances, either perch the model in a satisfactory way at roughly the correct height or leave the model at the bottom and place a dice beside him to indicate how many inches he has progressed.

Unscalable Terrain

To prevent strange situations in our games, and to reduce the risk of damage to our models, we assume that any surface that is sheer (such as a fortress wall) or where we cannot balance a model without the risk of it falling off, cannot be climbed. This means we can satisfactorily rule out situations where models are balanced atop tree leaves, teetering on rock pillars or other unlikely situations. If it doesn't look great, and doesn't instinctively 'feel right' for both players – steer clear of it.

Ladders, Ropes and Similar 14

There are a number of ways to make climbing easier, such as using a ladder, a rope or even a steep set of steps. Climbing up one of these doesn't typically require a Climb test, and neither is it difficult terrain. A model must simply expend the requisite movement to reach the top.

Descending and Falling

What goes up, must come down, or so old expression says. Models can move downwards in two ways – they either descend safely or they fall.

Descending

A model may automatically descend a distance equal to its own height without any penalty (the distance the model moves downwards is ignored for working out how far the model has moved that phase). If a model needs to descend further, he must make a Climb test, with the exception that he moves directly down instead of up. If the Climb test is failed (a roll of a 1) or the model falls for some other reason, he will suffer damage, see falling below.

Falling

A model that falls is placed prone at the base of the surface he has fallen from. If the model has fallen a distance greater than its own height, it immediately suffers falling damage: one Strength 3 hit (pg 35), plus an additional Strength 3 hit for every inch more than its height it has fallen.

Prone Models

There are times when a model will find itself lying down – whether it has been knocked to the ground by an enemy, has fallen while trying to climb or is trying to hide from the foe. A model on the ground should be carefully laid down upon its side and is said to be Prone. Prone models have certain special rules that govern how they act.

Control Zones

A Prone model does not have a Control Zone.

Crawling

A Prone model may only crawl 1" in the Move phase, regardless of its maximum move distance or the manner of terrain it is in. If a model crawls, the only other movement it may make that turn is to stand up. Crawling models may not make Jump, Leap or Climb tests. Prone models may not Charge – they must stand up first.

Standing Up/Lying Down

A Prone model may stand up at the cost of half of its maximum move distance. Likewise, a standing model may lie down for the same cost.

Charging Prone Models

Prone models may be charged as normal. As they have no Control Zone, an enemy can move within 1" of them unimpeded, provided it doesn't come into base contact.

Jumping Over Prone Models

You may attempt to jump over a Prone enemy model by moving your model as close as you can to the enemy without making base contact and taking a Jump test. If you pass (results 2-6), move your miniature over the Prone enemy (place it as close to the enemy as possible without making base contact) and proceed as if he had jumped an Obstacle. If you fail the roll, he must instead Charge the Prone enemy model.

14 Ladder

Bombur doesn't fancy climbing, and so finds a ladder to scale instead. The ladder is 3" high, and so he moves up it at the cost of 3" of movement.

the shoot phase

'Before Thorin could cry out, three of the dwarves had leaped to their feet and loosed off arrows from their bows.'

- flies and spiders

In battle, archers and other missile troops play a pivotal role. Loosing flights of arrows or bolts, they can shatter an enemy advance or slay serious threats before they can reach the front lines.

During the Shoot phase, each player's eligible models can make a shooting attack with their missile weapons. To make a shooting attack, they must pick a target, roll To Hit and then roll To Wound.

Priority

The player with Priority shoots first. He selects one of his models and resolves the shooting attack. Once he is finished, he selects his next model and does the same – repeating this process until he has made all of the shooting attacks that he wishes to. Once he has resolved all of his shooting attacks, the other player may then do likewise.

Who Can Shoot?

There are a variety of factors that determine whether or not a model is eligible to make a shooting attack. If a model has a missile weapon, has a target to shoot at, hasn't moved too far in the preceding Move phase and is not engaged in combat, he may make a shooting attack.

Missile Weapons

In order to shoot, a model must be equipped with a missile weapon (a bow, crossbow, or other), many of which are described on page 71.

Picking a Target

A model must have a target to shoot at. For an enemy model to be a viable target, they must be in Line of Sight and in range. It is likely that there will be multiple enemy models that are eligible targets. When this is the case, simply choose one of them to shoot at.

Line of Sight 1 15

When you select a model to make a shot, you need to check if he has any enemy models within his Line of Sight.

Measure Range

You also need to check to see if an enemy model is in range. Every missile weapon has a maximum range that tells you how far it can shoot. Check to see how far each model's weapon can shoot by looking at the Missile Weapon chart on page 71. If the distance to an enemy model is equal to or less than the weapon's maximum range, then it is in range.

Moving and Shooting

Moving too far can keep a model from making a shooting attack that turn. A model can move and shoot as long as it has not moved further than half its maximum move distance in the preceding Move phase. In addition, a model may not shoot if it has attempted a Jump, Leap, Climb or Swim (pg 85) test in the preceding Move phase, or if it is Prone.

Bear in mind that certain types of terrain have the effect of slowing models down further, as described in the Move phase. A model in difficult terrain, for example, would only be able to move a quarter of its usual maximum move distance and still shoot.

Finding the Shoot Value

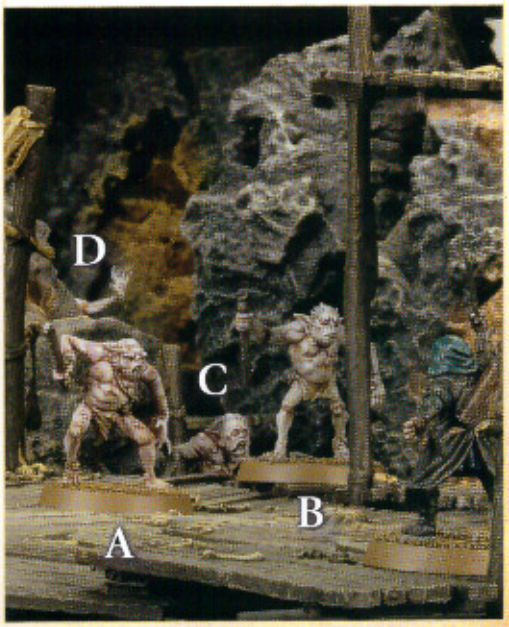
Most models have a Shoot value listed in their profile – it is the second number beneath the Fight characteristic (and is always followed by a plus sign).

Mv	F	S	D	A	W	C
5"	5	3+	4	5	2	2	5

Having worked out that he can see his target, and that his target is in range, Kili lets his arrow loose against the Goblin. To see if the shot is a hit, Kili rolls a D6, which results in a 5. This is enough to hit the target, but if he had rolled a 1 or 2, the shot would have missed.

15 Line of Sight

Kili is readying himself to make a shot and there are four Goblins (A, B, C, D) before him. Goblin A is in the open, and therefore is an eligible target. Goblin B is partially concealed by the scaffolding frame, but is still a viable target. Goblin C is almost completely concealed, but Kili can see some of his face, so he is still a legitimate target. Goblin D, on the other hand, is completely concealed except for his hand and a waving weapon – he cannot be targeted.



In the Way Chart

Obstruction	Score to pass
Purpose built fortifications, large rocky outcrops, windows and doorways.	5+
Walls, rocks, tree trunks, sturdy fences and intervening models.	4+
Flimsy fences, bushes, crops and long grass.	3+

Rolling to hit

Once a target has been chosen, you will need to see if they are hit. Not all fighters have an equal skill when shooting. Some, like Legolas Greenleaf, are expert archers with finely wrought bows, whilst others are clumsy and make crude shots with poorly made weapons. However, when shooting at the foe, there is always a chance that the shot will hit.

We represent this by making a dice roll and comparing it to the firer's Shoot value. A Shoot value is the score that you need to equal or beat for the shot to hit its target. To see if your shot hits, roll a D6 – if the score is equal to or better than the target number, you have hit!

If the score rolled is not high enough, the shot misses its target and causes no harm, probably clattering to rest somewhere nearby or sticking harmlessly into a piece of scenery.

In The Way

Often you will find that there are objects (or even other models) obscuring the shots you wish to make. When you are taking a look to see if your model can see its target, keep an eye out for any obstructions such as these. If your shot hits, you will need to take an In The Way test for each of these obstructions.

Taking an In The Way test is simple – roll a D6 and compare the result to the In The Way chart on the left. If the result equals or beats the number given by the In The Way chart, the shot continues on its way to the target. Should you fail, the shot hits the obstruction instead. If the obstruction in question is another model, the shot may even result in some damage (pg 33).

Depending on what is between your model and his target, the roll will be easier or harder. If two or more obstructions stand in the way of your shot, you will need to take an In The Way test for each of them, starting with the obstruction closest to the shooter.

Models In The Way 16
Sometimes when you are taking shots with your models, you will find that other models partially obscure your original target. This is a slightly more complicated situation than when scenery is in the way of a shot.

Firstly, Good models may not take shots where there is any risk of striking another Good model. Evil models don't care for the lives of their 'friends' and can make shots regardless of what (or who) is in the way.

The shooter must still be able to see his target; if the intervening model blocks the target completely, then the shot cannot be attempted.

Shooting from Behind Cover 17
A model that is in base contact with an Obstacle or piece of cover that it can see over (or around) ignores that item for the purposes of In The Way tests when it is shooting. This represents the warrior using a low wall, crop of boulders or even the trunk of a tree as cover.

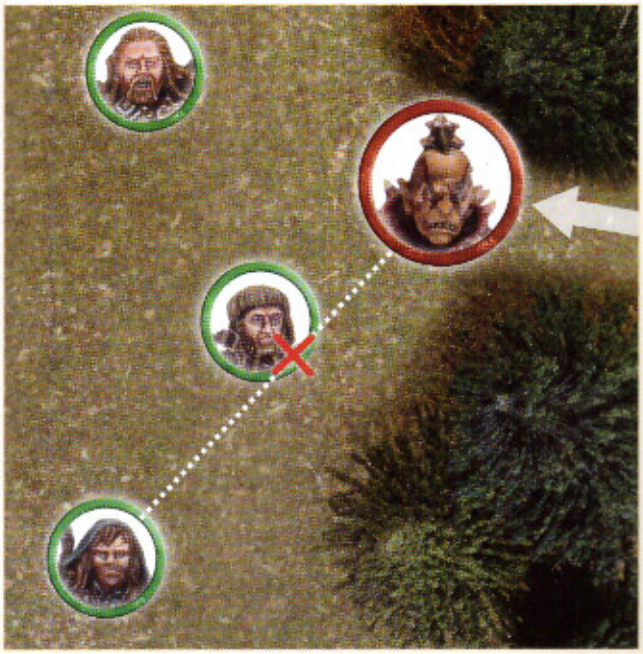
Shooting from Behind Friends 18
Whilst other models are typically considered to be obstructions when it comes to making shots, we make an exception for models who are in base contact with a friendly model with a base of the same size or smaller than theirs. We imagine that the friendly model simply leans out of the way or kneels to avoid obstructing the shot.

18 Shooting from Behind Friends

Kili is standing behind Dwalin (as safe a place as ever a Dwarf could wish to be), and wishes to take a shot at the Goblins rushing towards them. Because he is in base contact with Dwalin, Kili can shoot past him and no In The Way test is required.

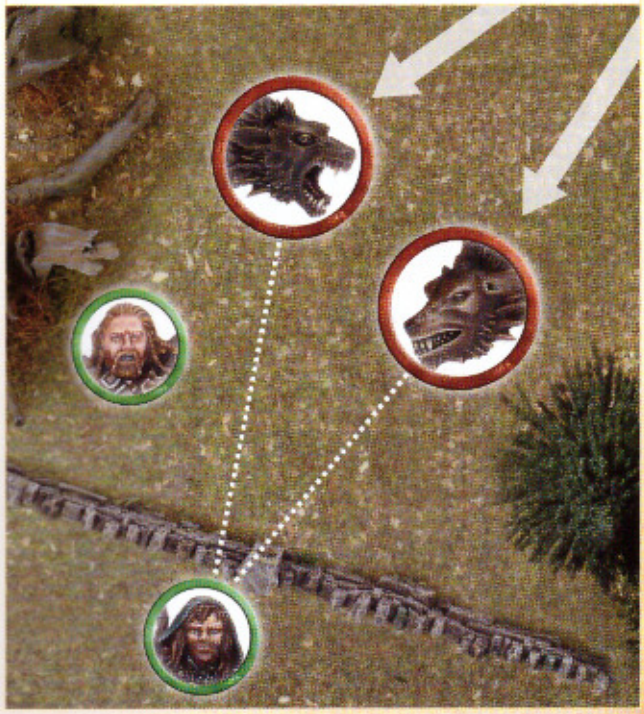
16 Models In The Way

Kili wants to take a shot at a Hunter Orc, who is closing in on his brother. The controlling player, takes a look to see if the shot is clear and realises that Ori is partially In The Way of the shot. Because Kili is a Good model, he may not risk hurting a friend, and so the shot cannot be made.



17 Shooting from Behind Cover

Kili, behind a low wall, wishes to shoot at one of the Fell Wargs that is closing in on him and his brother. Because he is in base contact with the wall, he can shoot across it without penalty.



Shooting at Models Engaged in Combat [19]

Evil models can shoot at an enemy that is engaged in combat (Good models wouldn't dare take such a shot, for fear of striking their friends). Because Fights don't actually take place between static miniatures, but rather between fighters hacking and slashing at one another, there is a risk that the shot could strike another model in the Fight.

To shoot a model engaged in combat, the shooter must be able to see his target. If he can, roll To Hit as normal and take any In The Way tests for obstructions up to, but not including, those models actually engaged in the same Fight.

Finally, you'll need to make a special In The Way test: roll a D6 to see who in the Fight is hit. On a 1-3, the Evil model closest to the firer is hit. On a 4-6, the original target is hit instead.

Moving and Shooting [20]

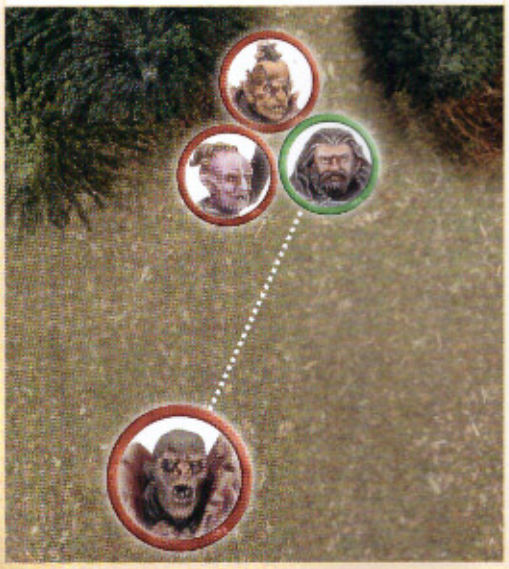
If a model has moved, it will have less time to prepare to make a shot (all that jostling around has an impact on accuracy). Any model who wishes to shoot in the same turn that it has moved suffers a penalty to their Shoot value, making it slightly harder for them to score a successful hit.

This is represented by making the Shoot value of a model that has moved one point worse for the rest of the turn. Thus, a model with a Shoot value of 4+ that has moved will instead require a 5+ to hit his target that turn. A roll of a 6 always hits.

Note that turning on the spot does not count as movement (in fact, it's a great way to pose your models so that they are aiming at their target).

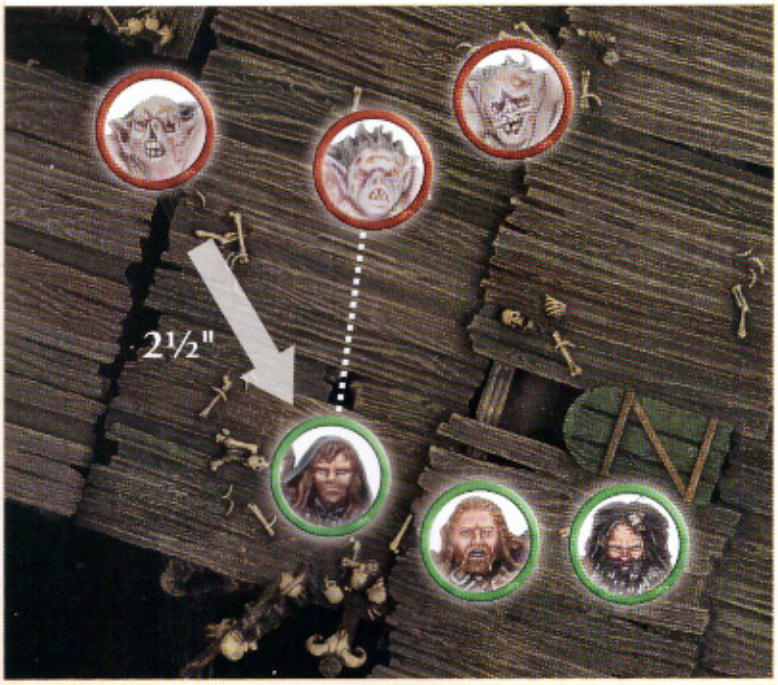
19 Shots in Combat

Fimbul wants to shoot at Thorin Oakenshield, who is engaged in combat against a pair of Hunter Orcs. Because he is an Evil model, Fimbul may take the shot. First, he rolls To Hit, scoring a 6 – a clear hit! Next, he takes the special In The Way test to see whether the shot strikes Thorin or one of the Hunter Orcs. Fimbul rolls a 4, which means Thorin is hit.



20 Moving and Shooting

Kili is trying to keep up with his friends, whilst also whittling down the Goblin hordes. He wishes to shoot at the Goblin nearest to him, and has moved this turn. Normally Kili needs a 3+ to hit a target with his bow, but because he has moved this turn, he instead needs a 4+. He rolls a 5, which is a hit!



To Wound Chart

STRENGTH	DEFENCE 1	2	3	4	5	6	7	8	9	10
1	4	5	5	6	6	6/4	6/5	6/6	-	-
2	4	4	5	5	6	6	6/4	6/5	6/6	-
3	3	4	4	5	5	6	6	6/4	6/5	6/6
4	3	3	4	4	5	5	6	6	6/4	6/5
5	3	3	3	4	4	5	5	6	6	6/4
6	3	3	3	3	4	4	5	5	6	6
7	3	3	3	3	3	4	4	5	5	6
8	3	3	3	3	3	3	4	4	5	5
9	3	3	3	3	3	3	3	4	4	5
10	3	3	3	3	3	3	3	3	4	4

21 Rolling To Wound

Fili's arrow has hit his target, so now we need to know if the shot has caused any damage. Checking the To Wound chart, we discover that Fili's Dwarf bow (with a Strength of 3) needs a 4 or better To Wound the Goblin (whose Defence is 3). Fili rolls a 6, and the Goblin suffers a Wound!

Rolling To Wound 21

When a shot hits its target, there is a chance it will cause serious injury or death. Of course, there is also the chance that it will merely inflict a flesh wound or be deflected by armour, causing no damage at all!

Every missile weapon has a Strength value, which is often different to the user's and represents the power of the weapon itself. A weapon's Strength value can be found on the Missile Weapons chart (pg 71).

First, compare the Strength of the weapon to the Defence of your target on the To Wound chart shown above. The result indicates the minimum dice roll required to inflict one Wound on your enemy. A score of 6/4, 6/5 or 6/6 means you must roll a single dice and score a 6, followed by a further dice that must score either 4+, 5+ or another 6, respectively. A '–' means that model cannot wound the target. If your dice roll is not high enough, no Wound is inflicted (the target just ignores the blow).

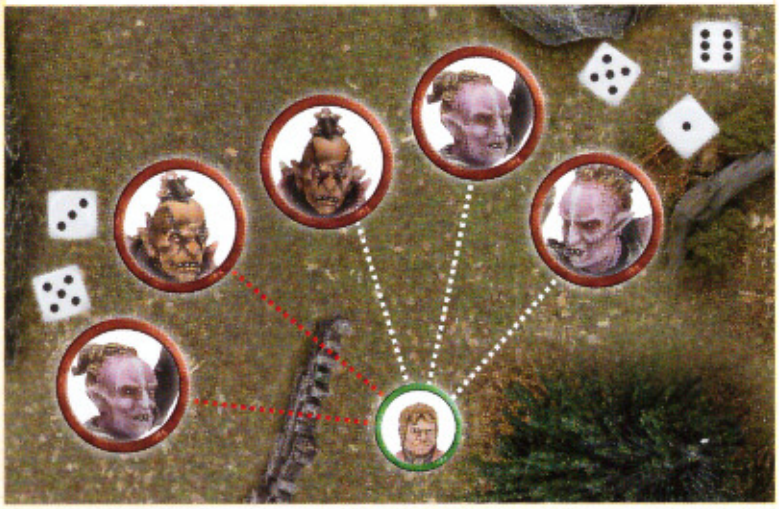
Recording Wounds and Removing Casualties

When a model suffers a Wound, check against its profile to see how many Wounds it has. A model which only has a Wound characteristic of 1 is slain as soon as it suffers its first Wound. A model that has two Wounds must be wounded twice before it is killed, and so on. For models with multiple Wounds, it helps to place a counter beside the miniature (or make a note on a piece of paper) to remind you how many Wounds the model has remaining.

When a model loses its last Wound, simply remove it from the game as a casualty – pick it up and place it carefully to one side.

22 Taking Shots Together

Bilbo Baggins is in trouble – five Hunter Orcs are lining up to take shots at him. Two of the Hunter Orcs will need to take an In The Way test for the low wall, however (indicated by the red lines). To make rolling these dice quicker, the dice can be rolled in two batches: the three shots that are unobstructed, and the two shots that will require In The Way rolls. Once it is clear which shots have hit, all of the rolls To Wound can be made at once.



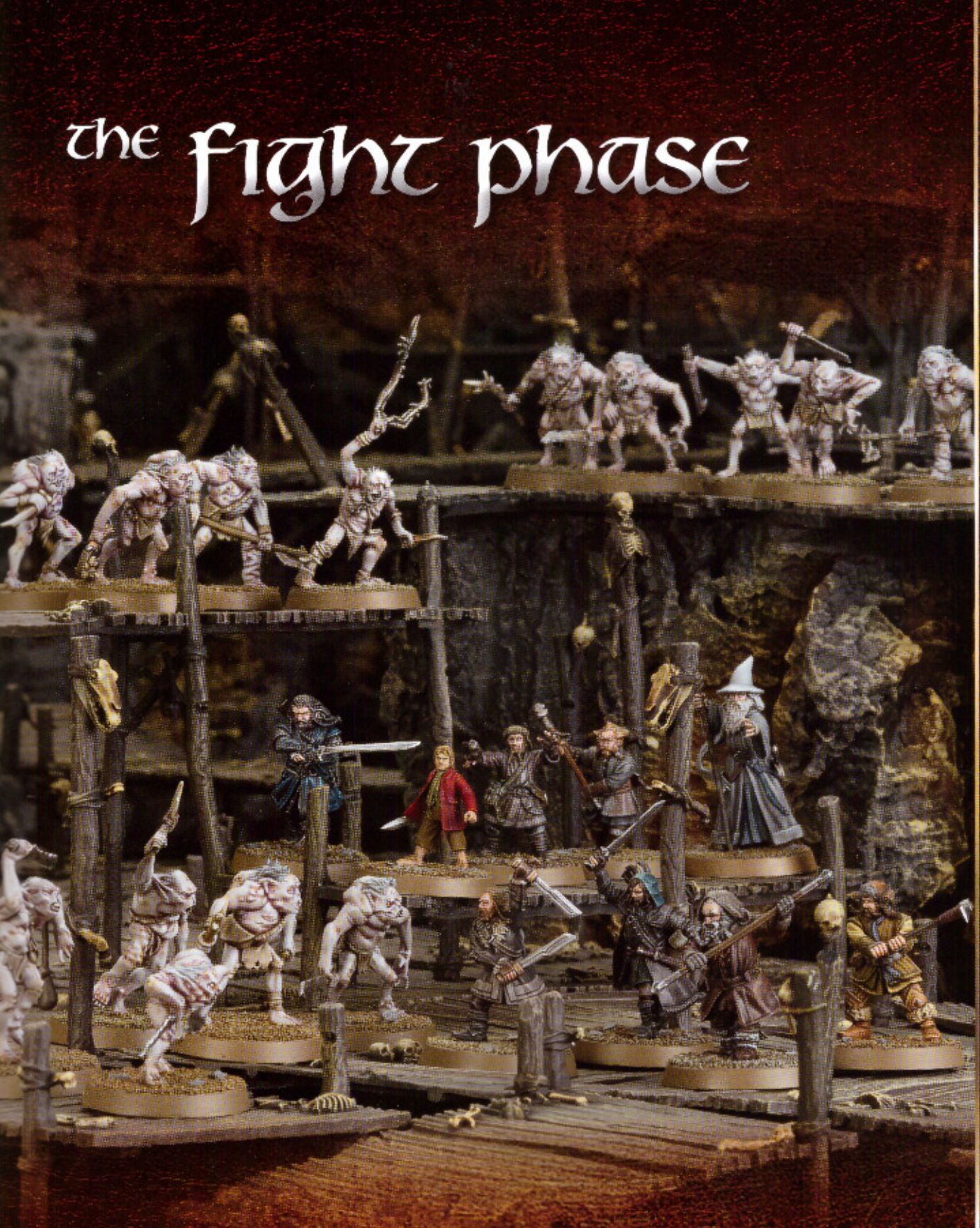
Taking Shots Together 22

Sometimes you will have several models firing at the same target. These situations can be made quicker by taking all the shots together. To do this, count up the number of firers, and roll that many dice at once. Work out which have struck the target, and then roll To Wound. To make things clearer, it helps to roll different coloured dice for different variables. If the shooting models have different Shoot values, have different obstructions In The Way of their shots or will require a different score To Wound their foes, you can designate a particular colour to the variable: 'Blue dice need threes or more to hit, red dice need fives or more,' for instance.

Taking shots together can really make your game flow more quickly and smoothly, and works very well if both players communicate clearly with each other as they play.

If you have multiple firers shooting at multiple targets, it is best to break them up into smaller groups and resolve shots at individual targets as above.

the fight phase



'The ones in front dropped their torches and gave one yell before they were killed.'

- Over Hill and Under Hill

23 Duel Roll

Bilbo Baggins is in a fight for his life against a Goblin. The Hobbit and the Goblin roll a dice to see who wins the Fight. Bilbo Baggins scores a 4, while the Goblin scores a 3. With the higher dice roll, the Hobbit wins the Fight, and the Goblin must Back Away.

In the brutal ferocity of hand-to-hand combat, warriors must battle for survival. Fighting face-to-face against the foe is surely the most dangerous place to be, and yet it is also the place where almost every battle is won. Victory goes to he who can best command the fighters at his disposal, not necessarily to the leader who commands the greatest number of skilled warriors.

In the Fight phase, both Good and Evil combatants battle for their lives in a series of Fights – a Fight is the Duel between two or more enemy models that are engaged in combat.

Remember, enemy models are only able to be placed in base contact with one another if one of the models has charged, and all enemy models that are in base contact (and thus engaged in combat) must fight – there is no standing idly by.

When to Fight

Fights are resolved one at a time. The player with Priority picks a Fight that is yet to be resolved, and players use dice to determine who wins and whether any casualties are caused. Once the Fight is completely resolved, the player with Priority chooses another to resolve, repeating the process and continuing until all the Fights have been resolved.

Note, the order that Fights are resolved in is often of little consequence, so it is usually best to simply work out the Fights in an arbitrary manner (left to right, or by saving whichever looks the most exciting until last, etc.). Sometimes, however, the order in which you conduct the Fights will make a big difference to the outcome of the battle – models might be trapped, banners might be in jeopardy and so on. Because of situations such as these, it is well worth the player with Priority taking a look at how he can best play the Fights out in his favour!

Resolving a Fight

Resolving a Fight is fairly simple once you have done it a couple of times. A Fight is broken down into the following four stages:

1. **Duel.** Players roll a number of dice equal to the number of their Attacks to see who wins.
2. **Loser Backs Away.** The losing model (or models) must move back 1".
3. **Winner Makes Strikes.** The winner (or winners) of the Duel roll now test to see whether their Attacks cause any Wounds.
4. **Remove Casualties.** Any models slain by the winners' Attacks are removed from play as casualties.

Duel Roll 23

To see who wins a Fight, you must make a Duel roll. To make a Duel roll, each player rolls a D6 and the player with the highest result wins.

For example, Bilbo Baggins and a Goblin Warrior fighting one another would roll one dice each. Whichever player rolled the highest score is the winner of the Fight.

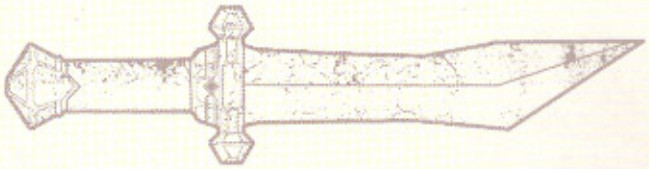
Drawn Combats 24

Quite often, the highest score that both players get in the Duel roll will be tied. When this is the case, compare the Fight value of the models – the model with the highest Fight value wins.

If the Fight values of the models are also drawn, then the player with Priority rolls a D6 to see who wins. On a 1-3 the Evil side wins the Fight, while on a 4-6 the Good side is victorious.

Multiple Attacks 25

Many models have more than one Attack listed on their profiles. When a model such as this is involved in a Fight, simply roll a D6 for each of the model's Attacks when making the Duel roll, and use the result of the highest dice when checking to see who has won the Fight.



Loser Backs Away 26 27

With the Duel's winner determined, the loser must Back Away. To Back Away, the loser must move 1" in a straight line away from the winner. When a loser Backs Away, it can move through enemy Control Zones, but cannot move into base contact with an enemy model.

Backing away is not slowed by difficult terrain. Backing away cannot be used to cross Obstacles or to take Jump, Leap or Climb tests. However, a loser at the edge of a vertical drop, with nowhere else to Back Away to, must move off the edge. If the drop is equal to or less than the model's height, he suffers no damage. If the drop is greater than the height of the model, then the model suffers falling damage (pg 28).

24 Drawn Combats

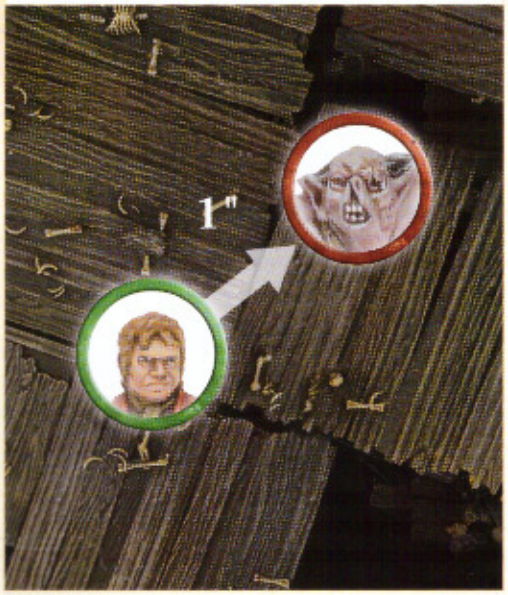
Bilbo Baggins is in battle against yet another Goblin (is there no end?). Making a Duel roll, he scores a 3, and so does the Goblin – a tie! Compare their Fight values; we see that Bilbo Baggins has a Fight value of 3, while the Goblin's is only 2. Thus, Bilbo Baggins wins the Fight. The Goblin Backs Away and the Hobbit makes a Strike (pg 42) against the unfortunate cave dweller.

25 Multiple Attacks

Dwalin is in combat with yet another Goblin. Dwalin is an expert fighter and has 3 Attacks on his profile. Thus, he rolls three dice, compared to the Goblin's one, when making the Duel roll.

26 Backing away

Bilbo Baggins has bested this Goblin in a fight and won the Duel roll. The Goblin must now Back Away 1". The direction that the Goblin moves is up to him, as long as he moves the full 1" away from the victor. As the Goblin scampers back, the Hobbit readies his trusty blade Sting for the kill.



27 Backing away

Bombur has lost a Fight and now finds himself pinned into place by two Goblins, with his back to a sheer drop. Bombur is forced over the precipice! First resolve the Strikes of the two Goblins (as he falls off the cliff edge) and then, assuming Bombur survives, resolve any falling damage (pg 28).

Trapped 29 30

In the hurly-burly of close combat, it is quite common for a model to be unable to make a full Back Away move. This puts them in a position of extreme danger.

If a model cannot Back Away a full 1" when he loses a Fight, he is Trapped. Usually this occurs when the model is backed against terrain, such as a wall or boulder, or is completely surrounded by enemy models.

It is important for any surviving models to be separated once the Fight has been resolved, so be sure to back the loser away enough to separate the bases of the models if you can. If the losing model is unable to Back Away at all (because it is pinned in place by multiple attackers or by an Obstacle) then it does not move and the models are left in base contact until after the winners have made their Strikes (pg 42).

Prone Models

Sometimes, models that are lying down will find themselves engaged in a Fight – this can be a very dangerous predicament for the unfortunate model on the ground.

Whilst Prone models may never Charge an enemy, if a Prone model is charged, he fights as normal – with one exception. If the Prone model wins the Fight, he will make no Strikes against his enemies (pg 42), but may immediately stand up instead if he wishes.

If the Prone model loses the Duel roll, he will Back Away as normal, moving 1" whilst remaining Prone. Backing away cannot be used to stand a model up. When resolving Strikes against a Prone model, he is always considered Trapped.

Make Way 28

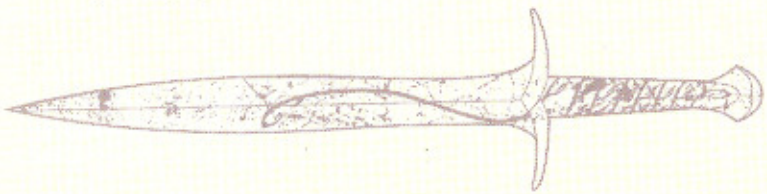
Sometimes a defeated model will find himself Trapped because a friendly model is blocking his path of retreat. In these situations, it is possible for the friendly model to make a special Make Way move of up to 1" to clear a path for his ally to Back Away. Simply move the ally the shortest distance possible to enable his comrade to escape being Trapped. The friendly model's Make Way move is not slowed by difficult terrain and it can Make Way even if it is Prone.

Models that are engaged in combat may not Make Way for their friends – they are too busy fighting for their lives.

Making way for a friend may take a model into an enemy's Control Zone, but not into base contact with an enemy model. Making way cannot be used to cross Obstacles or to take Jump, Leap or Climb tests.

Finally, only one model may Make Way for any one defeated friend – if one model making way is not enough to prevent a model from being Trapped, then no Make Way move is made and the model is still Trapped.

What this means is that large mobs of troops will often find themselves in situations where the models at the front are Trapped by the weight of numbers pressing up behind them!



28 Making Way

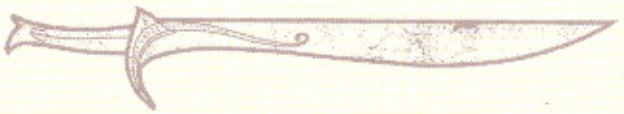
Nori has been beaten in a Fight by the Goblin King, and finds himself Trapped by Fili, Kili and Bilbo Baggins. Not wanting to risk taking double Strikes from the already formidable Goblin King, the Good player has Bilbo Baggins Make Way to give Nori the space that he needs to Back Away.

29 Striking a Trapped Model

In a frantic fight, Bilbo Baggins has forced this Goblin against a rocky wall, trapping him. The Hobbit wins the Fight and rolls To Wound – as the Goblin is Trapped, Bilbo Baggins' one Attack becomes two Strikes.

Winner Makes Strikes

Once the loser has backed away, the winner of the Duel roll must Strike against his opponent. To make a Strike, roll To Wound, comparing the Strength of the winner against the loser's Defence to find the target number, in the same way as rolling To Wound when shooting (pg 35). If the target is wounded, reduce its remaining wounds by 1. If the To Wound roll is failed, there is no effect except a bruised ego (and possibly a few real bruises too).



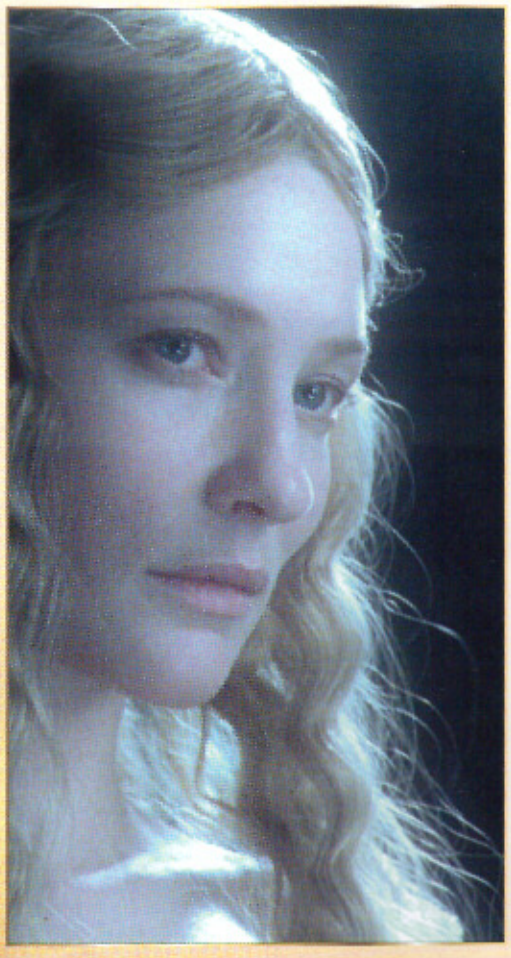
Multiple Attacks

If a model with multiple Attacks wins a Fight, he makes one Strike for each Attack on his profile when striking his victim.

Striking a Trapped Model 29

Each Attack that is directed against a Trapped model becomes two Strikes rather than one. Thus, a model with one Attack would deal two Strikes against his Trapped victim, a model with two Attacks would deal two sets of two Strikes and so on. Note that you cannot split these sets of Strikes – you get two Strikes for each Attack you direct against a Trapped model, but both Strikes must be directed against the same target.

If a Trapped model was unable to Back Away, and survives the Strikes made against it, then his attackers must Back Away a full 1" (or as close to 1" as possible) instead of him, so that they are no longer in base contact.



Remove Casualties

Any model that is reduced to 0 Wounds is immediately removed from play as a casualty.

30 Strikes on Multiple Targets

Thorin has a Goblin Trapped against a wall, and another Goblin has charged in against him. Thorin easily wins the Fight, and now can resolve his Strikes. He chooses to Strike against the Trapped Goblin first, so his Attack becomes two Strikes. He rolls both the dice together. If the Goblin survives, Thorin can direct another Attack against him (for a further two Strikes) or he can choose to Strike against the other opponent, instead making one Strike for each Attack.

Multiple Combats

In Fights where two or more models are fighting against one, things work in exactly the same way as a one-on-one Fight.

Duel

Both players make a Duel roll to see who wins the Fight. The player with multiple models rolls dice for each model he has involved in the Fight equal to their Attacks characteristic.

When comparing the dice rolls to see which side has won, only consider the highest scoring dice and the highest Fight value on each side.

Loser Backs Away

If it is the lone model who wins the Duel roll, all of the enemy models in the Fight must Back Away. If the more numerous foes are victorious, the loser must Back Away.

Winner Makes Strikes 30

If the lone model wins the Duel roll, it can make Strikes against any of the models that it is fighting.

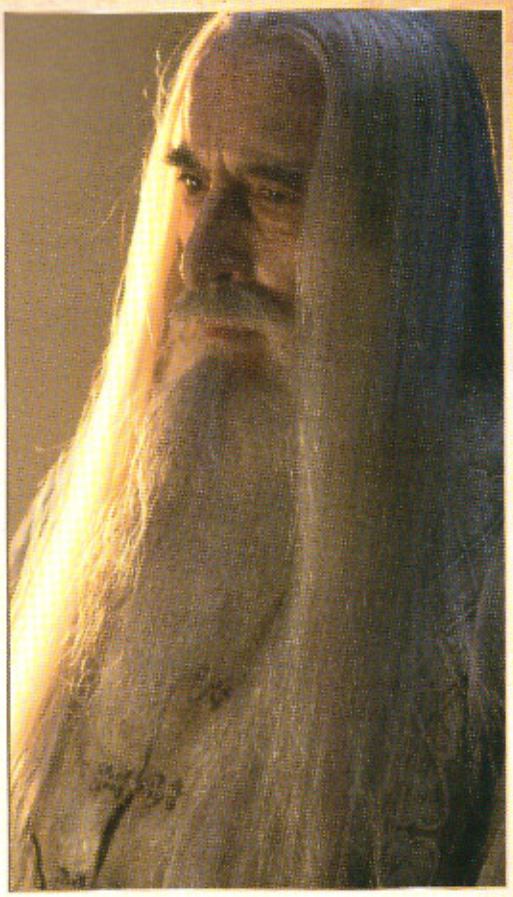
If the lone model loses the Duel roll, the winners each make their Strikes against the loser in an order chosen by the winners' controlling player.

Multiple Attacks 30

If the winner of a Multiple Combat has more than one Attack, he may choose to resolve each Strike one at a time, even against different models. It is allowed (and often a good idea) to see the result of one Strike before rolling for the next. Regardless of how a model directs his Attacks, you must resolve all of one model's Strikes before rolling for the next model.

Remove Casualties

As normal, any model that is reduced to 0 Wounds is immediately removed from play as a casualty.



Defended Positions

Certain areas of the battlefield are ideally suited as defensive positions. From hedges, fences or fallen logs to doorways or even the tops of ladders. Determined defenders can easily hold their ground against a more numerous foe if protected behind a barricade of some kind.

Barriers: Hedges, Fences, Walls, etc. 31

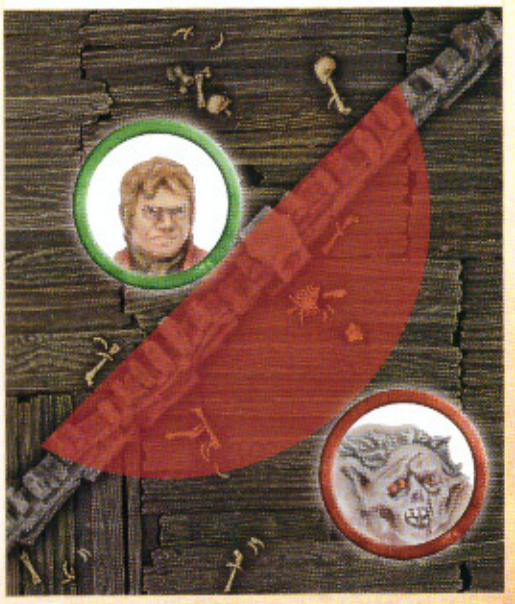
The first type of defended positions we will look at are Barriers. To count as defendable, a Barrier must be at least half the height of the attacking enemy, and the defender must be able to see over it.

For a model to defend a Barrier, he must be in base contact with it. When this is the case, the defending model's Control Zone is 'extended' to 1" past the Barrier, as shown in the example to the right. As with any other Control Zone, enemy models may not enter this space except to Charge the defender. Further to this, an attacker cannot attempt to jump across the Barrier within the defender's Control Zone. In short, to cross the Barrier near to the defender, you'll have to Charge and fight him!

Barriers offer no protection against models that are more than twice the height of the Barrier. In the case of such massive fighters, ignore the Barrier, move the models as close together as possible and then imagine that the models are in base contact and engaged in combat. Resolve a Fight with such a foe involved as if the barrier were not there.

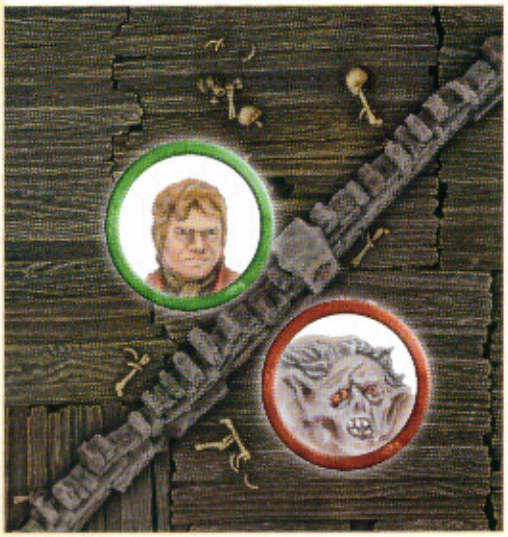
31 Defended Position

Bilbo Baggins is in base contact with a fence. No enemy models may cross the fence within 1" of the Hobbit unless they first Charge him and defeat him. The Goblin must therefore decide whether to cross the fence away from Bilbo Baggins or risk taking on a determined fighter behind a barricade!



32 Duelling across Barriers

Following our example above, the Goblin and the Hobbit make their Duel rolls. Bilbo Baggins wins the Fight. Because he is the defender, he makes his Strike against the Goblin without needing an In The Way roll. If the Goblin had won, he would have needed to pass an In The Way test for his Strike.



33 Fighting Multiple Opponents over a Barrier

Dori is defending this low wall against no less than two Goblins and Grinnah. When the player with Priority decides to resolve these fights, Dori will fight the Goblins one on one (in an order chosen by the attacking player). In this instance, the attacker opts to have Grinnah fight Dori first, just in case Grinnah gets lucky and kills poor old Dori!

Charging a Model Behind a Barrier
To Charge a model that is defending a Barrier, simply move the charging model into base contact with the opposite side of the Barrier and within 1" of the defender – we assume they are fighting across the Barrier, even though they are not actually in base contact.

An exception to the normal Control Zone rules exists in this situation. A defending model's Control Zone is not cancelled by enemies fighting it across the Barrier – only by a model that moves into base contact with it. Thus, a defending model's Control Zone could hamper several foes at once – even once he is engaged in combat.

As a note, a model that is on the same side of the Barrier as a defending model will be able to Charge him as normal – the Barrier only offers protection from models charging the defender from the other side of the Barrier. Similarly, a model could simply cross the Barrier away from the defender's Control Zone, and then Charge him.

Duelling Across Barriers 32
The rules for a combat being fought across a Barrier are much the same as for other Fights. Determine the winner with a Duel roll as usual.

Making Strikes Across Barriers
Unlike in other Fights, Strikes are made before models Back Away when fighting over a Barrier. If the defender wins, he gets to Strike against the attacker in the normal manner. If the attacker wins, then he must take an In The Way test for each of his Strikes (pg 32). Strikes which fail their In The Way test cause no damage. Strikes that pass their In The Way test make To Wound rolls as normal.

Backing Away from Barriers
If the defender wins the Duel roll and the attacker survives, the attacker must now Back Away.

If the defender loses the Duel roll, but is not slain by the attacker's Strikes, he does not Back Away as is usual in a Fight. Instead, the attacker must Back Away! If for some reason the attacker cannot Back Away a full 1", separate them enough to make it clear they are no longer engaged in combat.

Fighting Multiple Opponents over a Barrier 33

Multiple Combats involving models who are defending a Barrier work quite differently to 'normal' combats. If two or more attackers fight a single defender, then the attackers must fight the defender one at a time. The attacking player can choose the order in which the Fights are resolved, potentially meaning that a single defender will fight several times in a single Fight phase.

Since each Fight is resolved one-on-one, if the defender is not slain, then the attacker must Back Away. If any of the attacking models are victorious in the Fight, and slay the defender, then that model and any other attackers yet to fight that defender can immediately move across the Barrier as if they had rolled a 2-5 result on a Jump test (providing there is space for them to do so). If there is no space, the models must remain where they are.

If a single attacker is in the Control Zones of two or more defenders, he must fight them all at once as they would for a normal Multiple Combat. If he wins the Fight and succeeds in slaying one or more defenders, then the attacker can cross the Barrier, taking the place of one of the slain defenders; move the other defenders aside so that there is a gap between the attacker's and defenders' bases.

Reinforcing Defenders
Friendly models can join a defender fighting across a barrier, by charging alongside him so they are touching the barrier and are within 1" of an enemy. In this instance, the reinforcing models become defenders too.

Multiple Fights on Both Sides
In situations where several models on both sides of a Barrier are in combat, the player with Priority must divide as many of these as possible into one-on-one Fights. Those that cannot be split into one-on-one combats will remain as Multiple Combats as described above.

Attacked from Both Sides 34
Should a defender also be charged by a model on his own side of the Barrier, then he loses any protection from the Barrier and the Fight becomes a normal Multiple Combat – all models ignore the Barrier when Striking. If the attackers slay the defender, they can immediately move across the Barrier as if they had rolled a 2-5 result on a Jump test (providing there is space for them to do so). If there is no space, the models must remain where they are.

In an alternative situation, where an attacker is charged by another model from the defender's force, the Fight is resolved as a normal Multiple Combat, ignoring the Barrier. Note that in this case, the attacker cannot cross the Barrier, even if he slays the defender behind it.

Defending Doorways 35
A warrior in a doorway counts as defending a Barrier if he is charged, provided that the enemy model cannot move through the doorway without coming into base contact with the defender. If the enemy can move through the doorway without coming into base contact with the defender, then the Fight is resolved as normal, ignoring the doorway.

Defending Elevated Positions 36
A warrior at the top of a cliff edge or ladder garners a degree of protection as fighters scrambling to fight him are exposed and unsteady.

Models positioned on high ground, which is at least half the height of the enemy model, gain the advantage of an elevated position. Such positions might involve a model stood on a raised platform or against a steep climb, such as a cliff edge or the top of a ladder. The benefit of defending an elevated position is the same as defending a Barrier. This means that attackers in this situation must fight the defender one at a time, the defender will not be pushed back if he loses the Fight, and the enemy will need to take In The Way tests to strike blows against him.

If any enemy wishes to Charge a defender positioned in this way, check that his maximum move distance is enough to reach his intended target (including the distance required to climb the slope if it is too large to jump) and then move the charger to the bottom of the slope, as close to the target as possible. This counts as a Charge and both models are engaged in combat.

Resolve the Fight as described for defending a Barrier. If the attacker wins and kills his foe, he can immediately move to the top of the slope and takes the place of the slain defender. If the defender survives, the attacker must Back Away. If the elevated position is high enough that the model would have required a Climb test, then the defeated attacker will fall and suffer any relevant falling damage (pg 28).

If the defender at the top of the slope is attacked by a model already at the top, then it becomes an ordinary combat (so it is almost always easier to clamber up somewhere that isn't defended).

34 Attacked from Both Sides
Bilbo Baggins is still defending his fence, but now another Goblin has arrived. Because this second Goblin is on his side of the wall, the Hobbit loses the advantage for defending a Barrier. If he loses the Duel roll, the Goblins will make their Strikes against him without needing to take In The Way tests. He better dig deep and find his Tookish fighting spirit!

35 Defended Doorway
Grinnah is blocking off the Dwarves' advance by standing in a doorway. Because Gloin cannot move through the doorway without first touching Grinnah, the sneaky Goblin gets the advantage of defending the doorway – something that could prove very handy in the ensuing Fight.

36 Defending Elevated Positions
Nori and Dori are atop a ledge, facing a band of Goblins. Because their elevated position is higher than half the height of the Goblins, the Dwarves will receive the bonuses for defending a Barrier.

courage

'...one shriek like that in a moment of excitement would be enough to wake the dragon and all his relatives, and kill the lot of us.'

- Gloin, An Unexpected Party

With death, destruction and mayhem all around, the resolve of even the greatest warriors can be tested to the limit. Fearsome beasts, supernatural foes and the trauma of losing comrades in bloody battle can all take their toll.

Taking Courage Tests

There are many occasions in which a model will be called upon to take a Courage test. To take a Courage test, roll 2D6 and add the scores together. Then, add this number to the model's Courage. If the total equals 10 or more, the Courage test is passed. If it is 9 or lower, the Courage test is failed. The effect of failing a Courage test is described by the special rule, magical power or ability that caused the test to be taken.

When to Test

The most common circumstances for a Courage test are:

- **Broken Force:** When a model's force is reduced below half of its starting numbers, usually during a Points Match game (see below).
- **Separated Mounts:** If a mount loses its rider, it must immediately take a Courage test (pg 50).
- **Terror:** When a model wishes to Charge an enemy that has the Terror special rule (pg 83).

There are other situations where a model will be called upon to take a Courage test, and where this is the case, it will be clearly stated.

Taking Multiple Courage Tests

If a model passes a Courage test caused by a special rule or ability, it automatically passes any subsequent Courage tests it is required to take because of the same special rule or ability for the rest of the turn.

Broken Force

When the slaughter is thickest, the resolve of many a brave warrior will crack. Some flee in fear of their lives. Others will lose faith in their cause, or prefer to slink away and live to fight another day.

When you write your army list (or gather the models required to play certain Scenarios) you must also calculate your Break Point. This is always equal to half of the models in your army at the start of the game, rounding up. Even if the number of models in your army increases as the game goes on, your Break Point remains unchanged. A force with 50 models would have a Break Point of 25, whilst one with 13 models would have a Break Point of 7.

If, at the beginning of any turn, the number of casualties suffered by your force exceeds your Break Point, your force is considered to be Broken. From then on, every remaining model in your force must take a Courage test at the start of its Move. Even models that do not intend to move must still test. The only exceptions to this are models who are already engaged in combat (they are too busy fighting for their lives) or who are unable to move due to the effects of magical powers or other special abilities.

If the test is passed, the model stays in the fight. Complete its move before proceeding on to the next model. If the test is failed, the model has lost his nerve and is removed as if he had lost his last Wound. Whether this means he has turned tail and fled, surrendered or is simply playing dead, the result is the same.

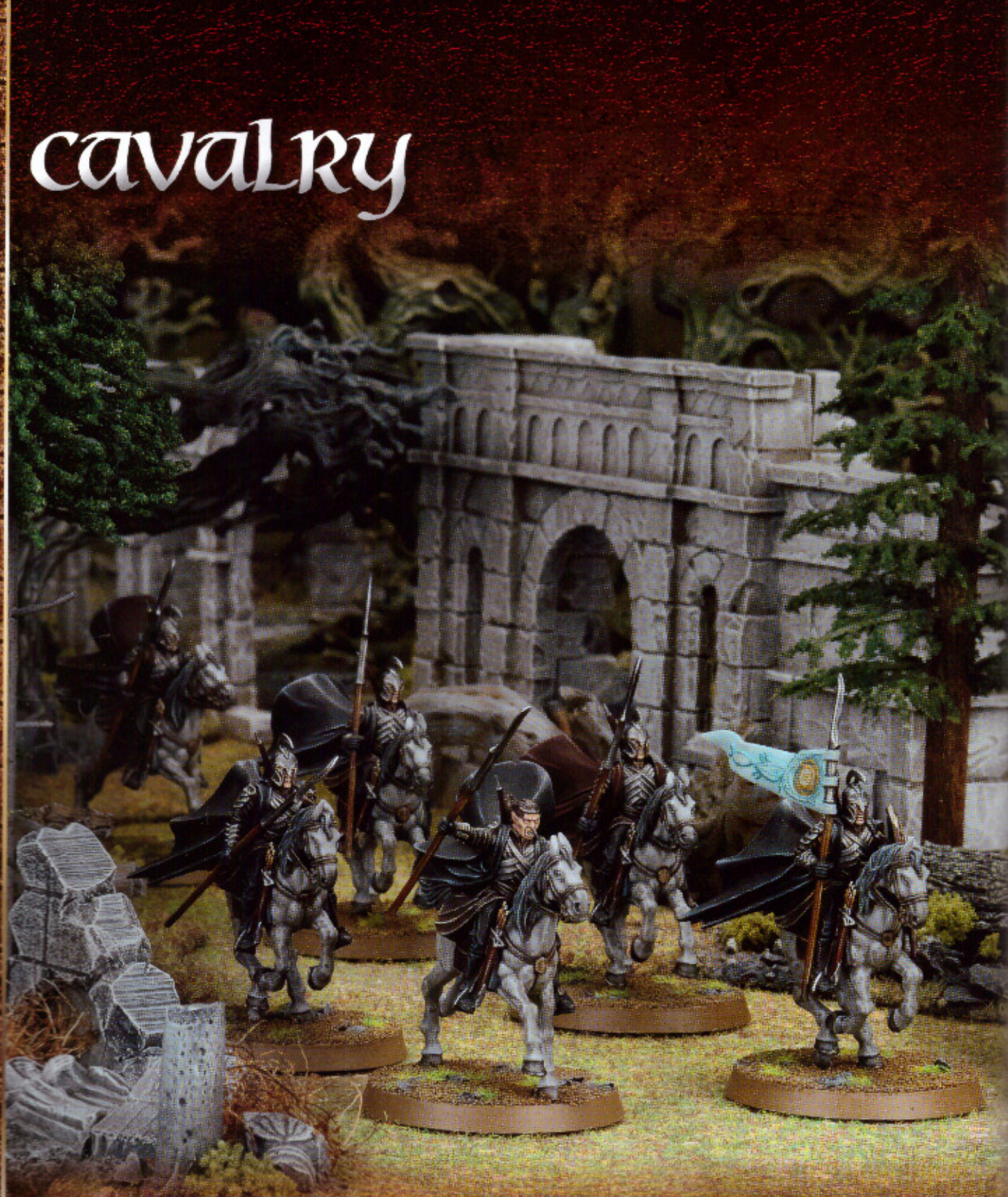
Stand Fast!

The following rule applies only to Courage tests which are taken on account of the army being Broken. This is often the point where battles will be won or lost, and where only the Heroes can force ordinary Warriors to stand fast. Rules for Heroes are given later.

Warriors do not have to take their Courage test for their force being Broken if there is a visible friendly Hero within 6" who has already taken and passed his Courage test (including those Heroes that pass this test automatically because of a spell or special rule) that turn. To benefit from this rule, players must test and move their Heroes before testing for ordinary Warriors. Remember that other Heroes are not affected by this rule, and must therefore take a test even if a Hero within 6" has already passed his test.

Heroes that are engaged in combat do not test on their Courage, so they cannot use the Stand Fast! rule (they are too busy defending themselves to think about leading the troops around them).

CAVALRY



'...Old Took's great-grand-uncle Bullroarer, who was so huge (for a hobbit) that he could ride a horse.'

- An Unexpected Party

Many of the mightiest and best known warriors in Middle-earth have earned their reputation from the saddle of a horse, or other riding beast. From the Knights of Dol Amroth, famed for their devastating heavy cavalry charges, to Fimbul's Warg Riders, who are experts at swift raids and firing from the saddle, there are many and varied cavalry troops.

What is a Cavalry model?

A Cavalry model consists of a rider and its mount. Therefore, riders who are dismounted and mounts that lose their riders are no longer considered to be Cavalry models.

Which models can ride?

The only models who are able to ride mounts are those who have them listed in their wargear or as options. Monsters can never ride ordinary mounts, but we will discuss Monsters later, starting on page 62.

Who sees? – Rider or mount

In the case of a Cavalry model, as the rider is directing his mount, Line of Sight is always taken from the perspective of the rider and is never blocked by the mount. This is important for establishing whether a model has Line of Sight to an enemy he is about to Charge or that he intends to shoot.

Cavalry and Movement

A Cavalry model moves in the same way as Infantry, except that they may not make Climb tests, lie down or crawl. Cavalry models must use the Move characteristic of the mount. It's probably also worth pointing out that Cavalry models cannot use ladders, ropes or similar...

When comparing the height of the Cavalry model to an Obstacle or gap, always use the height of the mount at the top of its shoulders. If a Cavalry model is in an unusual pose, use the mount's true height (not the height of it if it is rearing up or is hunched low).

Cavalry and difficult terrain 37

Difficult terrain is either too dense or too dangerous for Cavalry to move through at full speed. However, a Cavalry model can negotiate its way through difficult terrain moving very slowly and carefully.

Any Cavalry model that enters difficult terrain counts the distance it moves as quadruple whilst within it. Thus, a Cavalry model that moves half an inch through a piece of difficult terrain has used up two whole inches of movement, and so on. This penalty is applied all the time that even part of the Cavalry model's base is within difficult terrain. In addition, whilst in difficult terrain, Cavalry models never gain any of the combat bonuses they normally get when charging, including the bonus for using a lance (pg 68) if the rider carries one.

Jumping and Leaping

Cavalry models make Jump and Leap tests in the same way as other models – roll a D6 and consult the appropriate table (pg 26 or 27, respectively). Jumping fences and leaping divides from the back of a horse or Fell Warg is not without risk, however, so beware rolls of a 1. If a Cavalry model fails their Jump or Leap test, there is a chance that the rider has been thrown from his steed. Roll a further D6; on the score of 1, the rider is Knocked Flying exactly as if it had rolled a 1 on a Thrown Rider test (pg 52).

Characteristics for mounts

A Cavalry model has two sets of characteristics: one for the rider and one for the mount:

Hunter Orc

Mv	F	S	D	A	W	C
6"	4/5+	3	4	1	1	2

Fell Warg

Mv	F	S	D	A	W	C
10"	3/-	4	4	1	1	2

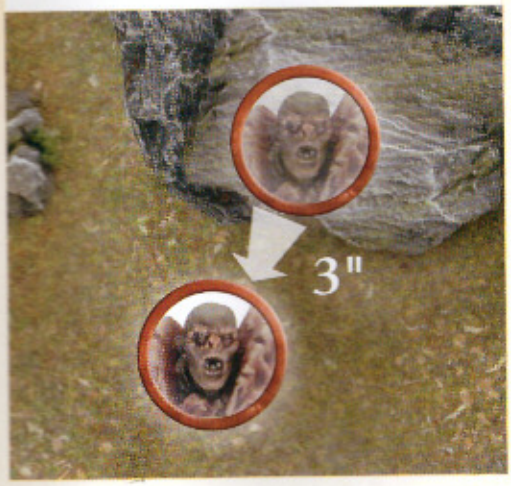
One of the benefits of riding a mount is that a rider uses some of the mount's characteristics. In a Fight, a rider uses his mount's Fight, Strength and/or Attacks characteristics if they are better than his own. Cavalry models always use the Move value of the mount.

37 Cavalry & difficult terrain

Bilbo Baggins is riding his pony away from the pursuing Fell Wargs, and decides to take a shortcut through a stand of trees. A Pony can move 8" in total. Moving to the difficult terrain costs him 2" of movement, leaving him 6", meaning that Bilbo Baggins can move 1½" into the woods.

38 Cavalry Descending

Fimbul and his Fell Warg wish to descend from a large boulder. Because the drop is taller than the mount, there is a risk that they will be injured. The Fell Warg suffers a Strength 3 hit. If it survives, it may complete its move as normal.

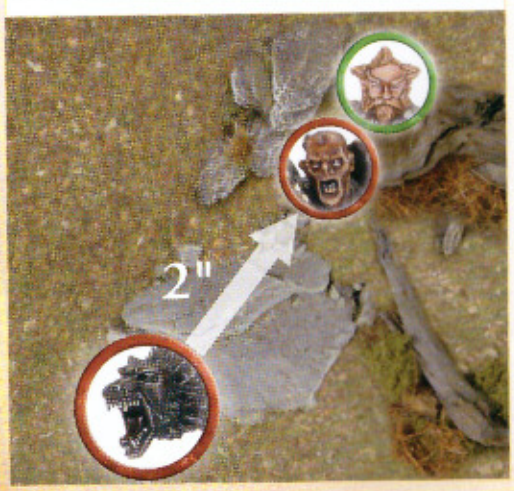


39 Low Ceiling

The Dwarves wish to move under a low arch, whilst riding their ponies. The arch, however, is too low – and they cannot fit underneath it. They must either dismount and walk through or find another route.

40 Dismounting

Fimbul has chased Dori down and wishes to fight him. Because he is in difficult terrain, Fimbul decides to dismount and fight the Dwarf. Fimbul moves 2" towards Dori and then dismounts – completing his move to Charge Dori on foot.



Descending 38

Cavalry models find it more difficult to descend than Infantry – while they may descend from drops that are equal to or less than the height of the mount without penalty, they may not descend further than this without risking injury.

If a Cavalry model descends a distance greater than the height of the mount, the mount takes one Strength 3 hit, plus an additional Strength 3 hit for every inch more than twice its height that it has descended. If the mount is slain, the rider must take the same number of Strength 3 hits as his mount, followed by a Thrown Rider test (pg 52).

Stairs, Doorways and Water Features

There are a number of situations that may occur during your games that will give you pause for thought with your Cavalry models.

Stairs

Whilst Cavalry models cannot climb ropes or ladders, they may well be able to negotiate staircases that are not too steep. Steps that are broad and shallow can be moved on, counting the distance moved as double, whilst steep stairs may not be traversed by a Cavalry model. If in doubt about a feature, make sure that both sides agree whether steps are accessible to Cavalry before the game begins.

Doorways 39

Cavalry models cannot pass under doorways or ceilings that are too low. See if the model will fit through the doorway – of course, be reasonable here; as long as the mount fits through, it is safe to assume that the rider is ducking down low in the saddle. As long as both players agree, it's fine to move the Cavalry model through the doorway.

Water Features

Cavalry models can swim – in fact, they receive a bonus for mounted models in the Swim chart (pg 85).

Cavalry and Courage Tests

Ordinarily, when you are required to take Courage tests with a Cavalry model, only the rider, and not the mount, needs to pass a Courage test.

Separated Mounts

In the thick of the fray, a cavalryman and his mount fight as one. When they are separated, however, there is a chance the mount will flee.

Whenever a mount loses its rider, whether the rider is slain or is knocked from his steed or some other reason, the mount must immediately take a Courage test. If the test is failed, the mount is startled (or delighted by its new-found freedom) and flees – remove the model from play. If the test is passed, the Cavalry model should be replaced with a suitable unridden mount model (note, if no such model is available, remove the mount as if it had in fact failed the test).

Mounts that have a score of 0 in either their Attacks or Courage characteristic (such as horses or ponies) are considered too timid to stand their ground and automatically fail this test – fleeing as soon as they no longer have a rider.

Remounting

Once a Rider has become separated from his mount, he cannot remount during the game (we assume his mount is too skittish or unruly to let him approach).

Cavalry and Shooting

Cavalry models shoot in the same way as other models – remember we always measure Line of Sight from the point of view of the rider.

Shooting at Cavalry

When shooting at a Cavalry model, the shot might hit either the rider or the mount. Because of this, the mount is treated as if it were In The Way of the rider. Each time one of your shots hits a Cavalry model, roll a dice. On a 1-3 the mount is hit, while on a 4-6 the rider is. You must always target the model as a whole: you cannot target either part specifically.

Hits on Riders and Mounts

If the rider is slain, remove the rider from the model or replace the Cavalry model with a suitable unridden mount (if you don't have such a model, remove it as described earlier). Remember that when a rider is slain, their steed becomes a Separated Mount and there is a good chance that it will run away (pg 50).

Should a mount be slain, make a Thrown Rider test (pg 52). If the rider survives, remove the Cavalry model and replace it with a dismounted Infantry version – the Infantry model replaces the Cavalry model in all regards (if you don't have such a model, you can instead mark the Cavalry model's base with a counter to remind yourself that the mount is slain).

Cavalry and Dismounting

Whether an Elven Warrior wishes to leave his horse to climb a cliff face or a Hunter Orc needs to abandon his Fell Warg to pursue the troublesome Bilbo Baggins across the barrels bobbing along the river there are times when a warrior needs to continue the battle on foot.

Dismounting 40

A Cavalry model may dismount from his steed at any point in his Move. Dismounting is automatic – is no roll required. Place the newly dismounted model besides the original Cavalry model. If the model has any remaining move left (subtract the distance that the Cavalry model has moved prior to the dismount) then the model on foot may complete its remaining move. The steed automatically becomes a Separated Mount (pg 50) and, if it stays on the battlefield, may not move any further during the Move phase.

Cavalry Steeds

Various models can take a mount of some kind. The more unusual ones are listed in the rider's entry, but the more common steeds are listed here.

	Mv	F	S	D	A	W	C
Horse	10"	0	3	4	0	1	3
Armoured horse	10"	0	3	5	0	1	3
Pony	8"	0	2	3	0	1	2
Warg	10"	3/-	4	4	1	1	2
Fell Warg	10"	3/-	4	4	1	1	2

Thrown Rider Table

D6	Result
1	**Knocked Flying.** The rider hits the dirt and immediately suffers a Strength 3 hit. If he survives, he is placed Prone beside his mount and can do nothing else for that turn: if there is not enough room, move the models apart a little to make it so. If engaged in combat, he fights as a Prone model.
2-5	**Rises from the Dust.** The rider disentangles himself from his mount but can do nothing else for that turn – if engaged in combat he cannot strike blows if he wins.
6	**Leaps into Action.** The rider bounds from the saddle ready to face his enemy. The Cavalry model is replaced by a model on foot and suffers no further penalty.

41 Cavalry Charge

Gandalf the Grey charges his horse into a pair of Hunter Orcs. Winning the combat against them, he knocks them both to the ground. With 2 Attacks (1 on his profile and +1 for charging as a Cavalry model), Gandalf must choose how to assign them. He assigns the first Attack to the Orc with the bow, which then becomes two Strikes. He rolls these and checks the results before deciding which Orc to assign the next Attack (pair of Strikes) to.

Cavalry and Fights

When a Cavalry model fights, we assume that it is the rider doing most of the fighting, with the mount lending its weight and speed to the impetus of the charge. However, in the case of ferocious beasts like the Fell Wargs ridden by some Orcs, for example, the mount is the more lethal of the two and can even continue to fight if the rider is killed.

To represent this, Cavalry models fight as one model, with both rider and mount acting as one. To represent this, a Cavalry model always uses the highest Fight, Strength and Attacks characteristics available to the rider and mount. It can even mix the use of these characteristics, such as using the rider's Fight value but the mount's Strength and so on.

To illustrate this point, compare the characteristics of a Knight of Rivendell mounted on a horse with those of a Hunter Orc.

Knight of Rivendell

Mv	F	S	D	A	W	C
6"	5/5+	3	5	1	1	5

Horse

Mv	F	S	D	A	W	C
10"	0/-	3	4	0	1	3

Hunter Orc

Mv	F	S	D	A	W	C
6"	4/5+	3	4	1	1	2

Fell Warg

Mv	F	S	D	A	W	C
10"	3/-	4	4	1	1	2

The Knight of Rivendell uses his own characteristics (except for Move, of course), as they are better than (or at least the same as) those of the horse he is riding. The Hunter Orc, on the other hand, uses his Fell Warg's Strength of 4 when rolling To Wound against his opponents – a considerable advantage!

Cavalry Charge 41

One of the greatest advantages of riding a Fell Warg, horse or any other steed, is that a fighter on a powerful mount is very difficult to stop – the sheer weight and momentum of a mounted attack will often bowl the enemy to the ground! We have two rules that represent this extra fighting ability.

If a Cavalry model charges a model on foot, he receives two special bonuses in the ensuing Fight: Extra Attack and Knock to the Ground.

He receives these bonuses regardless of the number of enemy models he charges, so long as all his opponents are models on foot. The bonuses apply even if the mounted model is subsequently charged by other enemies on foot.

These bonuses do not apply when charging enemy Cavalry. In order to claim these bonuses, mounted models must have charged only models on foot and be in base contact exclusively with models on foot when the Fight is resolved.

Extra Attack
A Cavalry model with this bonus gains one additional Attack when making Duel rolls and when making Strikes this turn. So, a model with 1 Attack rolls two dice when making a Duel roll, a model with 2 Attacks rolls three dice, and so on.

Note that, even if the rider is using the Attacks value of his mount (pg 49), he still gets the additional Attack this turn.

Knock to the Ground 42
If a Cavalry model with this bonus wins a Fight, all his opponents are Knocked to the Ground, except for Monsters or other models with a Strength of 6 or more.

A model that is Knocked to the Ground is knocked Prone after backing away. This means that he will also be Trapped, as described in the rules for Prone models (pg 40).

Strikes Against Cavalry Models

If you win a Duel roll against a Cavalry model, you may choose to Strike either the rider or the mount. This is the choice of the player making the Attacks. If he has several Attacks to distribute, he can resolve them one at a time in the usual fashion, alternating between rider and mount if he wishes. Note that, in this case, a mount isn't considered to be In The Way as it is for hits from shooting – combatants are close enough to place their blows with greater accuracy.

If the rider is slain, his mount becomes a Separated Mount (pg 50) and there is a chance that it will run away.

If the mount is slain, after all Attacks against the mount and rider have been resolved, the rider must roll on the Thrown Rider table (pg 52).

Fighting Across Barriers

Cavalry models can defend and Fight across Barriers, but they do not receive any of their Cavalry Charge bonuses (including bonuses for using a lance on page 68) when charging models on foot that are defending a Barrier against them. Remember that the Barrier must be at least half as tall as the attacker (or in this case his mount) to count as a Barrier.

Cavalry and Magical Powers

If a model employs a magical power against a Cavalry model, the whole model is considered to be the target of the power. This means that either the rider or the mount can use Will points to resist the magical power, and if the power is successful, both feel the effects (pg 77).

42 Cavalry Combat

Fimbul has charged Oin. Ordinarily, Fimbul has an Attacks characteristic of 2, however, he receives one extra Attack because he has charged this turn – this means Fimbul rolls three dice when seeing who wins the Fight.

Fimbul wins the Duel roll against Oin and knocks him Prone. Because Fimbul has 3 Attacks (two on his profile and 1 for charging as a Cavalry model) and his opponent is now Prone, each of these Attacks will double – enabling him to make three pairs of Strikes against poor Oin.

heroes

'Tell me what you want done, and I will try it, if I have to walk from here to the East of East and fight the wild Were-worms...'

- Bilbo Baggins, An Unexpected Party

Heroes are extraordinary individuals, whose actions, whether noble or foul, determine the fate of Middle-earth. The term Hero encompasses a great many famous characters from *The Hobbit: An Unexpected Journey* and *The Lord of the Rings*, from the mightiest fighters, such as Boromir, Thorin or Bolg, to powerful Wizards such as Gandalf, Saruman or Elrond – not to mention those rare and special Heroes, whose bold hearts are greater than their skill with a sword or magical power, such as Bilbo Baggins.

Heroes have a number of special abilities that set them apart from the rank and file Warriors of Middle-earth, all of which are discussed here.

Might, Will and Fate

The most obvious difference between a Hero and an ordinary Warrior is that Heroes have three extra characteristics on their profile: Might, Will and Fate. These three things do a great deal to separate the Heroes of Middle-earth from the rest of those who fight alongside them.

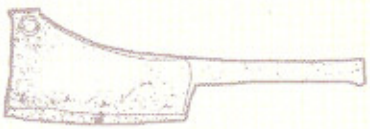
Unlike other characteristics, Might, Will and Fate points are expended when they are used – so players must watch out for the best opportunities to use them and mark them off as they are used up. When a Hero runs out of Might, Will or Fate points he may spend no more that game.

Heroic Profiles

All Heroes have an extra section to their characteristic profile, which shows how much Might, Will and Fate they have at their disposal.

M	W	F
2	1	1

Kili has 2 points of Might (M), 1 point of Will (W) and 1 point of Fate (F).



43 Might

Kili takes a shot at a Goblin and scores a hit. There is a cluster of boulders in the way, however, so Kili must pass an In The Way test for the shot to pass and hit his target. The eagle-eyed Dwarf rolls to hit and scores a 4. Large rocky outcrops require an In The Way roll of 5+, so Kili must spend a point of Might for the test to be successful.

44 Might

Thorin and the Goblin King have drawn when rolling to see who wins a Fight, each with a final score of 4. Both Adam and Mat would like their Hero to win the combat, so they declare they will spend Might points to change their scores. Shielding a dice behind their hands, they each turn the dice to show the number of Might points they are going to spend, then reveal them at the same time.

Might

Arguably the single most valuable characteristic available to a model, Might points represent the ability of a Hero to seize the initiative, to act faster than his foes or to summon strength that few ever knew he possessed. Might points are a reserve of resolve and heroism, and spending a Might point is often a sign that a truly heroic deed is afoot.

Might points can be used in two ways: to modify dice rolls and to perform Heroic Actions.

Modifying Dice Rolls 43 44 45

A Hero can expend a point of Might to adjust a dice roll made on his behalf. For each point of Might spent, alter the score on the dice upwards (or even downwards) by 1.

A player does not need to decide to use his Might until the dice has been rolled, until both sides have rolled in the case of seeing who wins a Duel roll, or until after any re-rolls that might be available have been used. Essentially, a player can ensure the result that he wants if he has enough Might points at his disposal. The exception is that a dice roll can never exceed 6 or go below 1, no matter how many Might points you have!

If two opposing Heroes are fighting and both wish to use Might to win, both players must secretly indicate with hidden dice or a note on paper how many points they wish to spend (note: a Hero who has declared they will spend a Might point must spend at least one). Once both of the players have decided how many Might points they will spend, they reveal the total simultaneously.

Heroes can only use Might points to alter their own dice rolls, not those of other friendly or enemy models. This means that in some situations, such as Multiple Combats, it's important to roll dice separately for specific Heroes and ordinary Warriors. A good system to use in this instance is to have different coloured dice for each Hero and another for individual Warriors. If you don't have enough coloured dice for that, roll each model's Attacks separately instead.

Can I Use Might?
Here is a list of the situations in which Might points can be used to modify dice scores, along with some notes on how these take effect. Unless specifically stated, Might cannot be used to modify other rolls.

- ***Taking Tests:*** Might can be used to help a model succeed in tests such as Jump, Climb or Thrown Rider tests.
- ***Duel Rolls:*** Might points can boost the Hero's score during a Fight to see who wins the Duel roll.
- ***Shooting:*** Might can help a shot hit its target, either by modifying a To Hit roll or an In The Way roll.
- ***Rolling To Wound:*** Might can improve a To Wound roll. Note, in cases where two rolls are required (e.g. 6/4+) spending a single Might point affects both rolls.
- ***Courage:*** A Hero can use Might to improve his roll in a Courage test.
- ***Using Will:*** to modify the dice roll when casting a magical power or attempting to pass a Resist test.
- ***Using Fate*** 51: A Hero can use Might to modify a Fate roll (pg 61).

Heroic Actions

Heroes can also use Might points is to perform Heroic Actions. These spectacular deeds can sway the outcome of an entire battle.

A Hero may attempt a Heroic Action at the start of the Move, Shoot or Fight phases, depending on the Heroic Action in question; this is defined, in brackets, next to the name of the Heroic Action. To do so, the controlling player states that the Hero is attempting a Heroic Action and expends a Might point.

If both players wish for Heroes in their forces to attempt Heroic Actions in the same phase, they must take it in turns to nominate a Hero, starting with the player who does not have Priority. Each specifies which Heroic Action is being attempted (and by which Hero) and then expends the Might point from that Hero's store.

Some Heroic Actions interfere with the order in which a phase is conducted. For instance, if a Hero is attempting a Heroic Combat, that Fight is resolved first. If two or more Heroes from the same side wish to perform such an action, the controlling player simply chooses the order in which the actions take place. If Heroes from both sides are performing Heroic Actions, follow this system to determine the order in which they are resolved:

1. Both players nominate Heroes to perform Heroic Actions.
2. The player with Priority rolls a D6. On a 1-3 the Evil player performs the first Heroic action, on a 4-6 the Good player does.
3. Players alternate performing Heroic Actions until none are left.

A model may only benefit from a single Heroic Action in each phase. The important exception to this being in a Heroic Combat – a model who successfully completes a Heroic Combat and then joins in a second Fight that is also a Heroic Combat, will fight as normal. He will not, however, be able to move and fight again if that Heroic Action is also successful.

Heroic Move (Move phase) 46

Seizing the moment, when all around him is chaos and confusion, can mark a Hero out from those around him.

A Heroic Move enables a Hero to move before other models – essentially defying the usual Priority system. The Hero can then move, jump, climb, Charge and even use his Stand Fast! (pg 47) in the usual manner.

This Heroic Action can prove extremely valuable, so when a Heroic Move is called by the player without Priority, the opposing player will often choose to also call a Heroic Move in an attempt to keep the initiative.

If a Hero declares that he will attempt a Heroic Move, but is charged before he can perform it, the Heroic Move is cancelled and the Might point spent to attempt it is lost.

With Me! A Hero performing a Heroic Move may choose to shout 'With Me!' In this case, note his starting position before moving him. Any friendly models within 6" of that point may also move, so long as they end their move within 6" of the Hero. Any model in range of the Heroic Move that does not move as part of the Heroic Move, cannot choose to do so later on in that phase.

Note that a Hero can utilise his Heroic Move and call With Me! without actually moving himself, he is simply goading his Warriors into action.

45 Might

Dwalin is in a Fight against a charging Hunter Orc on a Fell Warg. Looking at their Duel roll, Dwalin scores a 2, 3 and 4. The Hunter Orc rolls a 2 and 6 – beating Dwalin's score by 2. Dwalin now has to decide whether he loses the fight or if he is willing to spend two Might points to draw even with the Hunter Orc (and with his higher Fight value, that's a pretty sensible thing to do).

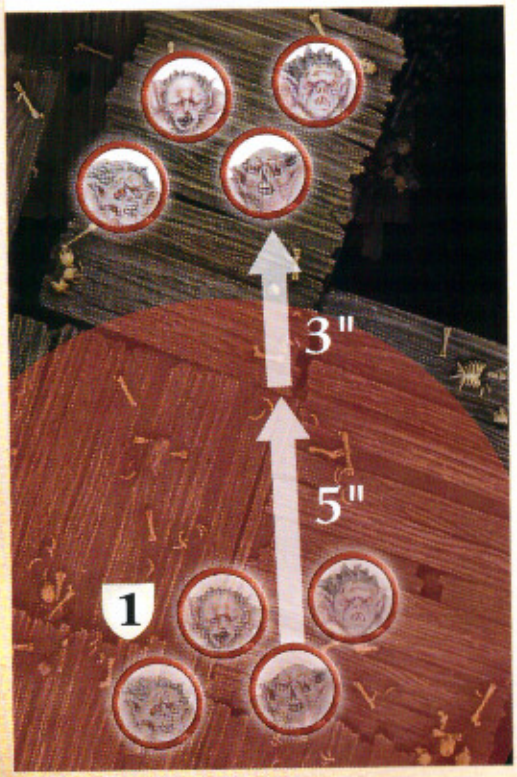
46 Heroic Moves

The Evil side has Priority, and the massive Troll, Tom, is closer to the Dwarves than they would like. Bilbo Baggins uses his Might point to call a Heroic Move, enabling him and all friendly models within 6" to move first, outside of the normal order of Priority.

If Tom decided to spend a Might point to counter this Heroic Move, the player with Priority (the Evil player) would roll a D6 to see whose Heroic Action is utilised first.

47 Heroic March

Grinnah and his Goblins wish to catch the fleeing Dwarves as quickly as possible. Grinnah declares a Heroic March. When they move, Grinnah and the Goblins within 6" of him move 5" for their Move characteristic, plus 3" more for the Heroic March.



Heroic March (Move phase) 47

When great distances must be covered, a Hero can call upon his deep reserves of stamina, even inspiring others to greater feats of endurance alongside him.

A Heroic March enables a Hero to swiftly cover a greater distance – ignoring the chaos around him to rush into position. A Hero who uses a Heroic March adds 3" to his maximum move distance if he is on foot or 5" to his mount's maximum move distance if he is mounted. Models who utilise a Heroic March may not Charge in the same Move phase.

If a Hero declares that he will attempt a Heroic March, but is charged before he can perform it, the Heroic March is cancelled and the Might point spent to attempt it is lost.

At The Double! A Hero who is conducting a Heroic March may choose to shout 'At The Double!' as he moves, to enable his friends to keep pace with him. In this case, note his starting position before moving him. Any friendly models within 6" of that point, who have not yet moved, also add 3" to their maximum move distance if they are on foot and 5" to their mounts' maximum move distance if they are mounted. Once the Hero has completed his move, those affected models may also move, so long as they end their move within 6" of the Hero. A Hero can utilise his Heroic March and call At the Double! without actually moving himself; he is simply goading his friends into action. These models may not Charge as part of the At The Double! move.

Any model in range of the Heroic March that does not move, cannot choose to move later on in that phase.

Heroic Channelling (Move phase)

Summoning power from the depths of his being, the Hero unleashes the most powerful magics that he can call upon.

A Hero who uses Heroic Channelling uses the Channelled versions of any magical powers that he casts this turn (pg 77).

Heroic Shoot (Shoot phase)
Sometimes, acting quickly and firing faster than the foe can make the difference between life and death.

Heroic Shoot enables a Hero to shoot before other models get a chance. A Hero cannot perform a Heroic Shoot if he is engaged in combat.

Loose! A Hero performing a Heroic Shoot may shout 'Loose!' if he wishes, enabling all friendly models within 6" to shoot with him.

A Hero does not need to have a missile weapon to call Loose!. Models benefitting from a Heroic Shoot or Loose! do not need to target the same enemy model – they may each choose any target viable to them (pg 31). Any model in range of a Heroic Shoot/Loose! that does not Shoot cannot choose to Shoot later on in that phase.

Heroic Accuracy (Shoot phase) 48
In the heat of battle, it can prove hard to remain composed and aim with the accuracy and skill required to fell the enemy – a word or two from a leader can steady nerves and bolster confidence.

Heroic Accuracy enables a Hero to re-roll failed In The Way rolls when shooting in that Shoot phase. A Hero cannot perform a Heroic Accuracy if he is engaged in combat. A Hero does not need to have a missile weapon to call a Heroic Accuracy.

Take Aim! If a Hero performing a Heroic Accuracy wishes, he may shout 'Take Aim!' to his comrades, allowing all friendly models within 6" to also re-roll failed In The Way rolls when shooting in that Shoot phase.

Models benefitting from Heroic Accuracy or Take Aim! need not target the same enemy model – they may each choose targets viable to them.

Heroic Combat (Fight phase) 49
Driven by a sense of desperation or urgency, a true Hero will fight enemy after enemy, striding through the foe to reach his intended target.

When a Hero calls a Heroic Combat, the Fight that he is involved in is resolved first. In addition, if all the enemies in the Fight are slain, the Hero, and any models from his force engaged in the same Fight (not those joining in with a spear or pike, pg 69), may move again before proceeding with the Fight phase. This additional move can be a Charge into new enemies, if you wish, in which case, the models will fight again in the ordinary sequence.

If any of the models involved in the Heroic Combat Charge into new enemies, the way that the Fights are divided may be altered. Once all Heroic Combats have been resolved, rematch any Fights that must now change. The player with Priority decides how combatants are matched.

Heroic Strike (Fight phase)
Outnumbered or out matched, many a Hero has reached deep into reserves of strength and skill to stand against a far greater foe.

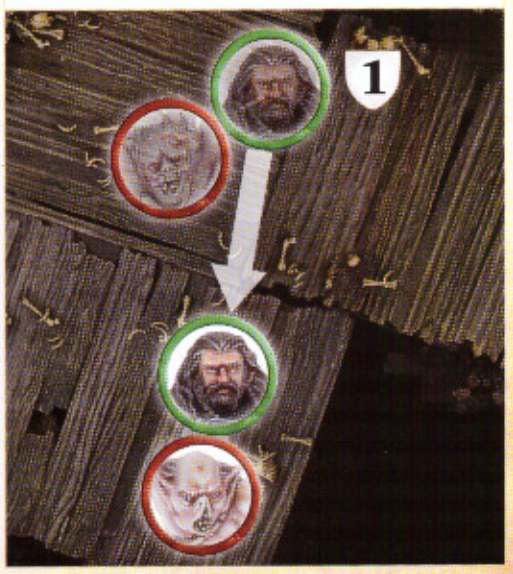
A Hero who declares that he is using Heroic Strike adds D6 to his Fight value for the duration of the Fight phase. This cannot increase a Hero's Fight value above 10. Note that this bonus is applied before other effects are taken into account. Thus, a Hero who has also been successfully targeted by the *Transfix* power would add D6 to his Fight value (to a maximum of 10) and then halve the total. A Hero who is successfully targeted by the *Transfix* Channelled power would still have Fight value of 1 (see page 79 for more details on *Transfix* and other magical powers).

48 Heroic Accuracy

Legolas Greenleaf and his Wood Elf Warriors are about to fire at some Goblins. Because the Goblins are protected by obstructions, Legolas Greenleaf spends a Might point to use Heroic Accuracy. When he, and any friendly models within 6", shoot this turn, they re-roll failed In The Way rolls.

49 Heroic Combat

Thorin is fighting against a lone Goblin, a combat he will very likely win. Because of this, his controlling player spends a Might point to call a Heroic Combat. If Thorin wins the Duel roll and kills the Goblin, he will be able to move straight away and even fight again if he charges another enemy.



50 Pass a Courage test

Dwalin wishes to Charge against the Goblin King. Normally incredibly brave, Dwalin is unlucky and only scores a 3 for his Courage test (he is Courage 6). His controlling player decides to spend a Will point to increase his score to a 4, and pass the test!

Will

Many of the Heroes of Middle-earth are possessed of a superhuman strength of purpose – an iron-hearted resolve that enables them to face down improbable odds. Furthermore, in Middle-earth, magic and the power of Wizards and sorcerers are real. The effects of magic can be devastating, from the subtlety of Saruman's persuasion to the overtly ferocious power of the Necromancer; only a formidable reserve of Will can enable such sorcery.

Heroes may expend Will points in three situations:

Cast a magical power

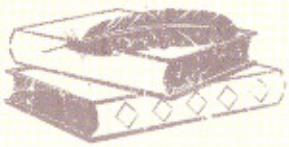
To cast a magical power, a Hero expends one or more Will points – this is the number of dice the controlling player rolls in his casting attempt. Note that the player must choose how many Will points he will expend before he rolls any dice. For more on casting magical powers, see page 76.

Resist a magical power

A Hero who is the victim of a magical power cast by an enemy model may attempt to Resist it by expending Will points. For more on resisting magical powers, see page 77.

Pass a Courage test 50

A Hero who has attempted and failed a Courage test may spend Will points to adjust the score of his test. For each Will point he expends, his Courage is raised by one for that test. A Hero may spend a mixture of Will points and Might points to modify his score in this manner if he wishes to.



Fate

The greatest Heroes are able to cheat death, avoiding wounds that would slay lesser beings and surviving injuries that would lay others low. To represent this, our Heroes have Fate points, which can prevent injuries.

Whenever a model with Fate points is wounded, the controlling player may choose to expend a Fate point to attempt to prevent the Wound.

Mark off the Fate point on your record sheet and then roll a D6. On a 4, 5 or 6, the Wound has no effect; do not reduce the Hero's remaining Wounds.

If the Fate roll is unsuccessful, and the Hero has more Fate points remaining, another Fate roll can be attempted if you wish – expend the next Fate point and roll again.

Might can be used to alter the results of a Fate roll, but because Fate rolls are taken one at a time, you must decide whether to adjust your Fate roll before using another Fate point. This means that if a Fate roll comes up with a score of 3, you must decide whether to use a Might point before rolling any other dice – if the next roll is worse, you can't go back!

There are a few special attacks that cause multiple Wounds, or even kill a model instantly, regardless of how many Wounds it has remaining (such as a Morgul blade). Unless otherwise stated, a successful Fate roll against one of these prevents all of the damage the Strike would have caused. Thus, a model wounded once by a Morgul blade must pass a single Fate roll or die. A model who is wounded twice must pass two, and so on.

Whilst a Hero can use Fate to prevent any manner of Wound (whether caused by arrows, axes, long falls or fireballs), it cannot save a Hero from a failed Courage test, even if it would mean the model is removed from play. If a Hero shows a craven heart, fate has clearly abandoned him.

Fate and Might

Nori has been shot by Fimbul's keen-eyed archery and suffered a Wound. Nori decides to spend a Fate point in an attempt to prevent the Wound and rolls a dice. On a 4+, the Wound is ignored.

Unfortunately, Nori only scores a 3. Determined to avoid injury, the controlling player spends a Might point to turn the 3 into a 4.

MONSTERS

'Obviously Trolls. Even Bilbo, in spite of his sheltered life, could see that...'

- Roast Mutton

Middle-earth boasts a great many savage beasts. While some are small, such as Goblins, others are gigantic creatures. From Cave Trolls to the deadly Balrog, each is a formidable opponent.

The rules for Monsters are typically the same as those for other models in the game. Because Monsters are so powerful, however, there are a few special rules that set them apart from most other fighters and creatures.

Monsters and Cavalry

Large, bulky beasts are as immovable objects in the face of cavalry charges.

Monsters are not knocked to the ground by Cavalry models.

Brutal Power Attacks

With mouths full of deadly teeth, claws like daggers and the power to tear a warrior in two, a Monster is deadlier than almost any Man, Elf or Dwarf.

If a Monster wins a Fight, its controlling player may either resolve Strikes in the usual way, or may opt to use one of the following Brutal Power Attacks. Note, some Monsters may have other Brutal Power Attacks available to them – these will be listed on their profile.

Rend 52

Nominate one enemy model involved in the Fight. When resolving the Monster's Strikes against that model, compare the Monster's Strength against the Strength of the nominated model, instead of its Defence.

Hurl 53

Nominate a single enemy model involved in the Fight and in base contact with a Strength lower than that of the Monster and follow these steps:

1. Choose a direction for the nominated model to be hurled.
2. Roll a D6 and add the difference between the two models' Strength values. This is the Hurl Distance.
3. Move the nominated model the full distance, in inches, equal to the Hurl Distance, in a straight line – only stopping if it contacts a tree, wall or similar Obstacle or a model with Strength 6 or greater. At the end of its move, the model is placed Prone.
4. All models passed through (excluding the hurling Monster but including any underneath the model's final position) suffer a Strength 3 hit. If they survive, they are knocked Prone.
5. The nominated model suffers a Strength 3 hit for each model he passes through (including any underneath his final position), and an additional Strength 6 hit when his hurled movement ends.
6. If the nominated model hits an Obstacle or a model that has a Strength of 6 or above, his move immediately ends. Both the nominated model and the Obstacle or model he has hit (if it has a Defence value) suffer a Strength 6 hit. The nominated model, and any other model he has passed through, still suffer Strength 3 hits as described above. Move any models underneath the nominated model's final position by the minimum distance that allows the nominated model to be placed Prone on the board.

52 Rend

Thorin goes toe-to-toe with the Goblin King. Thorin loses the Fight, and the Goblin King decides to unleash a Rend attack upon him. The Goblin King will now roll To Wound against Thorin's Strength of 4 instead of his Defence of 7. Looking at the To Wound chart, these Strikes will wound on a 4+, instead of a 5 or 6.

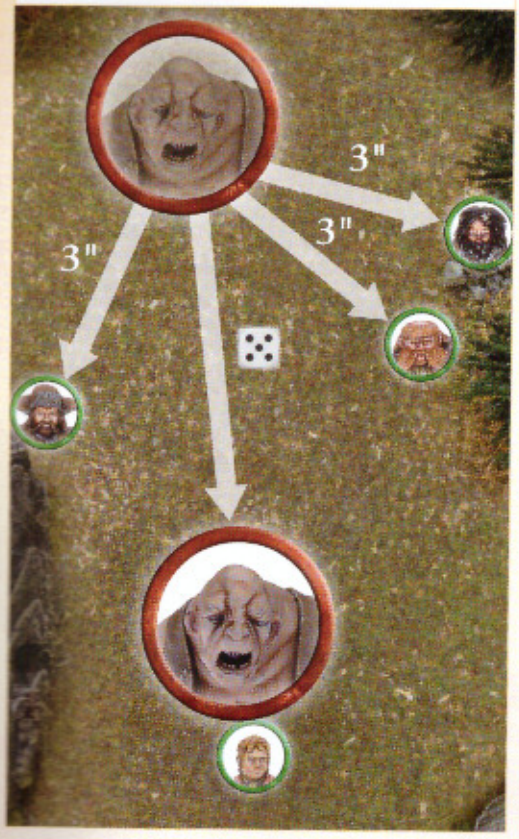
53 Hurl

The Goblin King has won a Duel roll against Ori and decides to hurl him. He rolls a D6 and scores a 3. His Strength is two points higher than Ori's, so the Goblin King hurls the unlucky old Dwarf 5" in a direction of the Evil player's choice.

The throw takes Ori through Bilbo Baggins, who is knocked Prone. The Hobbit suffers a Strength 3 hit, while Ori suffers a Strength 3 hit (because he passed through him) and a Strength 6 hit (because he was hurled).

54 BARGE

Bifur, Bofur and Bombur are fighting the Troll, Tom. Tom wins and opts to Barge his opponents. Tom's player moves the three Dwarves back 3" each. He then rolls a D6 to see how far Tom can move – scoring a 5, Tom charges at Bilbo Baggins through the gap created by the displaced Dwarves.



Barge 54

All enemy models involved in the Fight (even supporting spear- or pike-armed models) must Back Away a full 3", instead of the usual 1", in an order and direction chosen by the Monster's controlling player. Models may still Make Way for losers, in which case they are also moved 3" in a direction chosen by the Monster's controlling player. Any models that cannot Back Away or Make Way the full 3" are moved as far as possible and then Knocked Prone.

The Monster does not Strike against the enemy models involved in the combat. Instead, the Monster may move up to D6" in any direction, including making a further Charge if he wishes. If the Monster uses this move to Charge another model, he will fight again that phase (the player with Priority chooses when to fight this new combat).

In this second Fight, the Monster cannot choose to use a Brutal Power Attack – it must resolve its Strikes in the usual way. Note, however, that a Monster cannot use the Barge Brutal Power Attack in the same turn that it also participates in a Heroic Combat – only one or the other may be used in a single turn.

Monstrous Cavalry

Some ridden creatures in Middle-earth are bigger and more powerful than the mightiest warhorses or Wargs. These are collectively called Monstrous Cavalry.

A Cavalry model where the mount has a Strength of 6 or higher is classed as Monstrous Cavalry. Monstrous Cavalry count as Cavalry and follow the majority of their rules (pg 49-53). The exceptions to this are listed opposite.

55 MONSTROUS CAVALRY

A Nazgûl on Fell Beast has charged into a Rider of Rohan. Because the Fell Beast is Monstrous Cavalry, it receives +1 Attack for the ensuing Fight. If it wins, the Rider of Rohan (both the rider and his horse) will be Knocked to the Ground. Furthermore, the rider is also Knocked Flying, as if he had rolled a 1 on the Thrown Rider chart. It's a bad day to be Rohirrim.

Monstrous Cavalry charging Infantry

Whilst it is doubtless a terrifying (and probably fatal) experience to be charged by the likes of a Nazgûl riding on the back of a Fell Beast, the rules are basically the same as those for being charged by anyone else. The one exception is that a Monstrous Cavalry's Knock to the Ground bonus is effective against all models on foot, even those that have a Strength value of 6 or higher .

Monstrous Cavalry charging Cavalry

If a Monstrous Cavalry model charges a Cavalry model, it receives the Extra Attack and Knock to the Ground bonuses. The rider of a Cavalry model that is Knocked to the Ground is automatically Thrown, counting as having rolled a Knocked Flying result (pg 52). The mount is treated exactly like a mount whose rider has dismounted or been killed (pg 51), except that it is also Knocked to the Ground.

Monstrous Cavalry charging Monsters

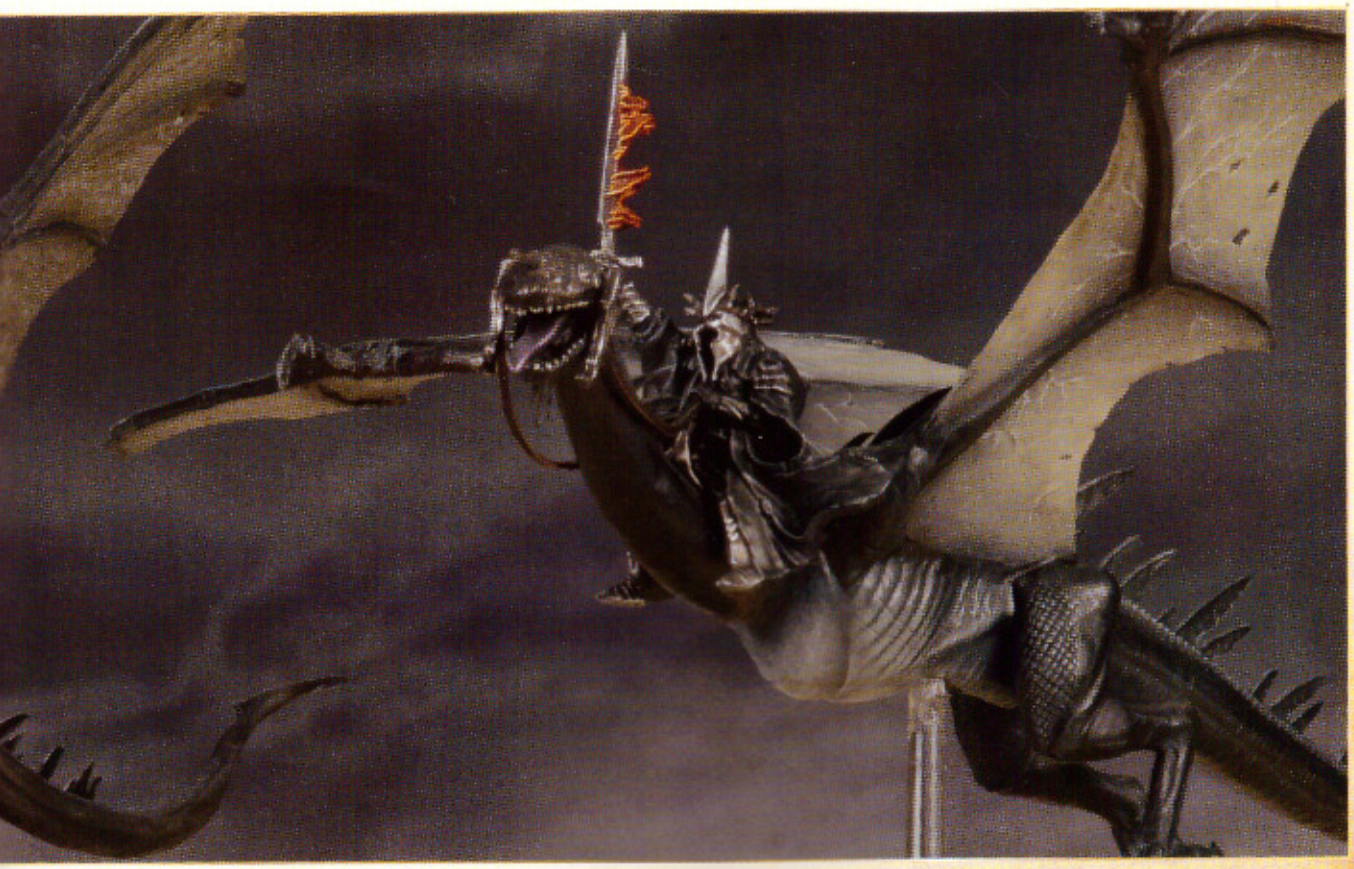
If a Monstrous Cavalry model charges a Monster, it receives the Knock to the Ground and Extra Attack bonuses, provided the Monstrous Cavalry mount has a higher Strength than that of the Monster it charged.

Shooting at Monstrous Cavalry

Monstrous mounts are genuinely massive creatures, whose bulk does much to protect those who ride them into battle. As a result, when taking an In The Way test after a Monstrous Cavalry model has been hit by a shooting attack, a result of 1-4 hits the Monstrous mount and a result of 5-6 hits the rider.

Monstrous Mounts and Brutal Power

Just like other Monsters, a Monstrous Cavalry model can opt to use a Brutal Power Attack, instead of making Strikes as normal.



Weapons & Wargear

'In battle they wielded heavy two-handed mattocks; but each of them also had a short broad sword at his side...'

- The Clouds Burst

Until this point in the rules manual, we have made no distinction between how models are armed or armoured – nor have we discussed any special wargear. There is, however, a huge variety of different weapons, armour and equipment to be found in Middle-earth, some of which can dramatically affect how deadly a model is in combat or how well protected he is.

What Wargear does a model have?

Most models have a wargear entry on their profile. Here you'll find a list of all the weapons, armour and equipment the model is carrying. For convenience, we have split this section of the rules manual into close combat weapons, missile weapons, equipment and armour.

Close Combat Weapons

Close combat weapons are used for attacking in the crush of melee. They range from pocket-sized daggers to massive pikes.

Sometimes, models will be armed with two or more close combat weapons – such as a spear and sword. In these instances, the controlling player must choose which weapon will be used during that Fight, unless he has special rules that state otherwise.

Single-handed Weapons

Single-handed weapons come in a wide variety of shapes and sizes, from knives and axes to clubs and swords. This category encompasses most weapons that can be comfortably wielded with one hand.

Every model in *The Hobbit: An Unexpected Journey* is armed with a single-handed weapon unless his profile specifically states that he is unarmed (pg 68). We therefore don't worry about listing single-handed weapons in a model's profile. Single-handed weapons are only used in close combat and a model fighting with a single-handed weapon follows all the normal rules for duelling and striking blows.

Across the range of models, there are a wide variety of weapons. All of these models carry single-handed weapons.

Two-handed Weapons

Two-handed weapons are larger and more unwieldy than their single-handed counterparts, but even more devastating.

A model using a two-handed weapon in combat may not use a shield at the same time (not enough hands), although they may still carry other items (slung on their backs or in packs).

A model using a two-handed weapon in close combat suffers a -1 penalty to Duel rolls. When a model makes Strikes with a two-handed weapon, add 1 to its To Wound roll. Thus, a roll To Wound of a 3 becomes a 4, a 4 becomes a 5, and so on.

Four examples of two-handed weapons – a staff, a mace, a sword and an axe.

Special Strikes

Some single-handed weapons and two-handed weapons can be used to make special strikes. Look at the model to see if he is armed with one of the following weapons: axe, club, dagger, flail, hammer, mace, maul, pick, scourge, staff, sword or whip. If a model is fighting with one of these weapons, he can make the special strike of that weapon (pg 70).

In the case of two-handed weapons, you won't normally have to look at the model – the type of weapon will be listed in the model's profile. However, in some older manuals, a model will be listed simply as having a 'two-handed weapon', in which case you'll need to look at the model.

Elven blades are weapons of incredible quality, borne into battle by Elves from across Middle-earth.

Whilst truly unarmed models are rare, they do exist – such as Galadriel of Lothlórien.

Unarmed Models

Most fighters are armed with a variety of deadly weapons, and even those who cannot carry swords or shields are often equipped with natural weaponry such as fangs or claws. There are some, however, who carry no weapons at all – usually peaceable types who would rather not raise their hands in violence.

A model is only Unarmed if they are clearly labelled as such in the wargear section of their profile. An Unarmed model suffers a -1 to his Duel rolls and -1 to his To Wound rolls.

Special Weapons

There are a few weapons that require special explanation. Whilst these are not necessarily complex to use upon the battlefield (after all, a spear is one of the simplest of weapons for a soldier to wield) their rules are a little more complicated or their effects are unusual.

Elven Blades

The ornately fashioned blades wielded by Elves are forged to be light as a willow-switch, yet unbending as stone. When combined with the incredible agility of an Elf, these blades are perhaps the deadliest of all weapons.

An Elven blade can be used as either a single-handed weapon or a two-handed weapon. Elven blades can use the Feint special strike.

Models armed with Elven blades are more likely to win the dice roll to see who wins a Drawn Combat. A Good model with an Elven blade will win the roll off on a 3-6 instead of a 4-6. Should an Evil model have the Elven blade (an odd situation, granted) he will win the roll on a 1-4. If both sides have Elven blades, neither receives an advantage.

Many cavalry warriors use lances, such as the famed Knights of Dol Amroth.

Lances

Lances are used by charging cavalrymen. They deliver a powerful blow, made all the more deadly by the mount's momentum.

A Cavalry model armed with a lance receives a bonus when making Strikes, in a turn that he has charged; add 1 to their roll To Wound – thus, a score of 2 becomes 3, 4 becomes 5 and so on. A Cavalry model with a lance even gets this bonus against other Cavalry models, as long as it has charged. Note, however, that a Cavalry model that is within difficult terrain does not receive any bonus.

If a Cavalry model with a lance dismounts, or his steed is slain, he will ordinarily abandon his lance, resorting to using another hand weapon.

Spears 56

Armies who use spears in large numbers are able to present a bristling wall of sharpened metal that is hard to penetrate.

A spear enables its bearer to fight in a special way. A spear-armed model can join a Fight by moving into base contact with a friend who is in base contact with an enemy model. This is an exception to the ordinary Fight rules, in that the spear-armed model does not need to be in base contact with the enemy model to participate in the Fight.

A spear-armed model fighting in this way contributes a single Attack to the Fight, at his own Fight value and using his own Strength characteristic, provided he is not himself in base contact with an enemy model. He may only contribute a single Attack, however, regardless of how many he has on his profile. If the spear-armed model is a Hero with Might points, he may expend them to affect his dice in the usual way. In a Multiple Combat, a supporting model may choose to Strike against a different enemy in the combat to that of the model he is supporting.

The model using the spear is considered to be supporting his ally, and may not be targeted with Strikes should his side lose the combat; he will also not be Knocked to the Ground if his side loses the Fight against a charging Cavalry model.

A model can only gain Support from one spear-armed model at a time, and a spear-armed model may only Support a single model at a time. A spear-armed model can Support any friendly model, even one that is Prone or armed with a two-handed weapon.

Supporting models may not use Heroic Actions in the Fight phase, nor can they make additional moves as part of a Heroic Combat.

A spear-armed model may Make Way for his ally if they lose a Fight. This counts as the one model who is allowed to Make Way for a friend.

Pikes 56

Pikes are long weapons, designed to be wielded in several ranks. A well-ordered formation of pikemen can halt even the most formidable cavalry charge.

Pikes require two hands to use. This means that a model cannot use a shield and a pike at the same time. Otherwise, the rules for pikes are the same as those for spears (see above) with the following exceptions. A pike-armed model can Support a friend engaged in close combat by being in base contact with another pike-armed model that is already doing so (note they must both be pikes; neither can be a spear), so two pike-armed models can Support one comrade. Just as with a spear-armed model, this creates an exception to the ordinary Fight rules, in that the bearer does not need to be in base contact with an enemy model.

Staff of Power

Many Wizards carry Staffs of Power as symbols of their authority. They also serve as reservoirs of willpower and resolve.

The wielder of a Staff of Power can use the Stun special strike. In addition, the bearer can expend 1 point of Will each turn without reducing his own Will store.

56 Spears and Pikes

Bilbo Baggins is locked in a Fight against a pair of Goblins, so Bifur, who is armed with a spear, rushes to his aid. Because he is in base contact with the Hobbit, Bifur can provide Support. In a Duel Roll, the controlling player will roll 1 dice for Bilbo Baggins as usual, and 1 extra dice for Bifur.

Prince Imrahil is holding the centre of Dol Amroth's battle line. Because Imrahil is supported by two Dol Amroth Men-at-arms with pikes, in addition to his own 3 Attacks, his controlling player will roll one extra dice for each of his Men-at-arms in this Fight.

The Uruk-hai of Isengard are perhaps the most famous pike-armed models in Middle-earth.

Spears are readily available to many warriors, such as this Mordor Orc.

Dwalin carries a massive two-handed hammer.

This Warrior of Minas Tirith wields a sword.

The Orc on the left carries a fearsome two-handed axe, while the Orc Captain on the right is armed with a single-handed war pick.

Both Oin and Flói Stonehand carry staffs, as do many wise, and less violence-minded characters.

The Witch-king with his mighty flail, and a lowly Goblin with a somewhat cruder (though still deadly) flail of his own.

Special Strikes

Below, you'll find a list of all the special strikes that can be made, and the weapons that can make them.

Bash (Hammers, Maces and Mauls)
Many fighters choose to fight wielding fearsome hammers or maces. These brutish weapons deliver powerful concussive damage, capable of crumpling helmets, breaking bones or even throwing men from their feet.

Before either player makes their Duel roll, a model armed with a mace, maul or hammer may opt to Bash. If the bashing model's side wins the Duel roll, he may attempt to knock a single opponent (of his choice) Prone instead of making Strikes. Both models roll a further D6 and add their Strength value. The basher adds a further 1 to this total if the hammer, mace or maul is two-handed. If the bashing model's total is equal to or higher than his opponent's, that opponent is knocked Prone.

Feint (Daggers and Swords)
Swords are weapons that can be truly deadly in the hands of a trained fighter. Whether the weapon is formed of three feet of sharpened steel, such as the blades forged in Gondor, a long, slender scimitar such as the Elves prefer, or a thick-bladed short-sword of Dwarven make, the blade can be equally deadly in the hands of a skilled and daring fighter.

Before either player makes their Duel roll, a model armed with a dagger or sword may opt to Feint. If he does so, he reduces his Fight value by D3 when working out who wins the Fight. If the feinting model's side wins the Duel roll, however, he may re-roll any To Wound rolls of a 1.

Piercing Strike (Axes and Picks)
Axes and picks are easy to manufacture and incredibly dangerous to those who fight against them. Whilst they lack the agile nature of a sword, their bladed head, combined with the momentum of a swing, can hack through armour with alarming ease and take chunks out of even the toughest hides.

Before either player makes their Duel roll, a model armed with an axe or pick can opt to make a Piercing Strike. If his side wins the Fight, increase his Strength by D3 when he Strikes. If his side loses the Fight, reduce his Defence by D3 when Strikes are made against him.

Stun (Clubs and Staffs)
Stout sticks, gnarled wooden clubs, walking sticks and staves are common weapons of defence for those in Middle-earth. These are preferred by those who seek to restore order with a clonk on the head, rather than by killing, such as the Shirriffs of the Shire.

Before either player makes their Duel roll, a model with a club or staff may opt to Stun his opponent. If the model's side wins the Fight, rather than striking normally, choose one opponent and roll a D6. On a 4+, the victim is reduced to a Fight value and Attacks value of 1, and Shoot value of 6+, until the end of the following turn. You may wish to place a counter next to the stunned model as a reminder.

Whirl (Flails, Scourges and Whips)
When readying for a strike, the wielder of a flail or whip leaves himself exposed for a moment, but as the weapon swings at its victims its true power is revealed.

Before either player makes their Duel roll, a model with a flail, whip or scourge may opt to Whirl. A model who Whirls reduces his Fight value to 1 for the duration of the Fight. If his side wins, he does not make Strikes as normal; instead, the model makes a single Strike against every enemy model in the Fight.

Missile Weapons

Missile weapons are used to make shooting attacks. As with close combat weapons, they come in all shapes and sizes. If a model has a missile weapon, it will be listed on his profile. If a model is armed with two or more missile weapons, the controlling player must declare which weapon is being used before rolling To Hit.

Bows

Bows come in many shapes and sizes, from the long, elegantly curved bows of the Elves to the stunted, crude bows fashioned by Orcs.

The term bow covers a wide range of weapons including bows, Elf bows, Dwarf bows and great bows, but since they all work in much the same fashion, we have a simple set of rules to represent them all. The major differences between the different types of bow are the characteristics that the bow has (see the Missile Weapon chart). A model can shoot a bow in the Shoot phase, provided it has not used more than half of its maximum allowance in the preceding Move phase.

Bows come in many shapes and sizes, from the crude bows of Orcs (left) to more carefully wrought bows of Men (right) and beyond.

Crossbows

Crossbows are mechanical weapons that use tension to loose short heavy bolts at the foe. They sacrifice speed for significantly increased penetrating power.

The extra punch packed by a crossbow comes at a cost. A model with a crossbow may not fire it in the same turn that it has moved.

Few fighters make use of crossbows, but those who do possess potent long-ranged weaponry.

Throwing Weapons

From carefully balanced knives and axes, to crudely sharpened lumps of metal, throwing weapons are easy to use, even on the move.

Thrown: A model with a throwing weapon can shoot with it in the Shoot phase, even if he has moved more than half of his maximum move distance. A model cannot fight with a throwing weapon in the Fight phase.

A throwing weapon can be used as its bearer charges into combat. The player moves the model as if it were going to Charge the enemy, but instead of moving into base contact with his foe, he stops 1" away. He then throws the weapon at the enemy he is about to Charge. This shot is resolved using the rules for shooting (including the -1 To Hit penalty for moving), even though it takes place in the Move phase.

If the target is not slain, the charger then moves into base contact with the same enemy model. If the original target is slain, the charger may complete his move in any way the controlling player wishes – stopping straight away, charging another target or anything in between.

Throwing Spears

Many mounted warriors carry a supply of throwing spears. Such weapons fly further than others of their kind, and are just as powerful.

Throwing spears follow the rules for throwing weapons, but have a slightly different profile.

Slingshot

Unusual, and not especially deadly, a well-used slingshot can still be a menace.

A model armed with a slingshot can shoot twice if he remains stationary, or once if he moves up to half of his maximum move distance . If he moves more than half of his maximum move distance, he may not fire the slingshot at all in this phase.

Missile Weapon Chart

NAME	RANGE	STR
Bow	24"	2
Crossbow	24"	4
Dwarf bow	18"	3
Elf bow	24"	3
Great bow	24"	4
Long bow	24"	3
Orc bow	18"	2
Short bow	18"	2
Slingshot	12"	1
Throwing spear	8"	3
Throwing weapon	6"	3

STR: Strength

Gamling (top) is carrying the Royal Standard of Rohan. The Orc (below) raises a grim flag. Both are banners.

Both the Galadhrim Warrior (left) and Dwarf Warrior (right) are equipped with war horns.

Both this Elven warrior and Aragorn are wearing Elven cloaks, enabling them to blend into nearby cover with ease.

Equipment

Banners

Many armies proudly carry banners or battle flags to war. When the fighting is fiercest, fighters rally around this flag, taking courage from its presence.

A banner provides a single re-roll to friendly models who are involved in a Fight within 3". Whether it is a model fighting on his own, or several friends all fighting against a common enemy, you can re-roll one Duel roll dice in each Fight to see who wins. This re-roll can be made after your opponent has rolled his own dice to see who wins, but must be made before any Might points are spent to adjust scores.

It is possible that one player may re-roll a dice and find himself winning the Fight – in which case his opponent may wish to use a banner of his own. Remember, a banner only provides one re-roll to each Duel roll.

Any model carrying a banner is encumbered by its weight, and suffers a -1 penalty to his Duel rolls.

A warrior carrying a banner who is slain may pass it on to a friendly Warrior (but not to a Hero), who is in base contact and is not engaged in a Fight. Swap the models over, or find a suitable banner-carrying substitute in your collection.

Elven Cloaks

Elven cloaks are woven through with wondrous enchantment that hides the wearer from even the most piercing gaze.

If the wearer of an Elven cloak is partially concealed from view, he cannot be seen at all at distances of more than 6" – the wearer appears to melt into the background. This means that enemies can not charge or shoot the wearer, nor can they target him with magical powers at ranges of greater than 6", unless they have a completely clear view of the target.

If the model is riding a mount, the Elven cloak has no effect.

War Horns

Whether it sounds a clarion call or a braying scream, a war horn can lift the hearts of friendly models and remind them why they fight.

If you have one or more war horns on the battlefield, all models in your force have +1 Courage.

The Ring

Forged in the fires of Mount Doom, this seemingly plain ring lies heavy with Sauron's power and malice.

Wearing the Ring: The model with the Ring (the Ringbearer) can put it on at any time during his Move phase. As soon as he does so, he becomes Invisible.

Invisible: Whilst he wears the Ring, the Ringbearer cannot be targeted by shooting attacks (and does not count as In The Way). The Ringbearer has no Control Zone while invisible and enemy models may even move 'through' the Ringbearer. If an enemy model wishes to end its movement on the space the Ringbearer is taking up, move the Ringbearer the minimum distance to place him out of the way – this could involve hopping low walls, moving through foes or being shoved off cliffs.

If an enemy wishes to Charge the Ringbearer while he wears the Ring, it must pass a Courage test, applying a penalty of -1 to the roll for every full inch that the Ringbearer is away from the foe. During the Fight phase, any enemy model engaged in combat with an invisible Ringbearer halves its Fight value for the duration of the duel.

None of the above rules apply to the Nazgûl or Sauron. Indeed, they actually gain some benefit as described in their own special rules.

Removing the Ring: If the controlling player wishes the Ringbearer to take off the Ring, he needs to pass a Courage test to remove it. This test can be taken at any point during the Ringbearer's Move phase, once it has been established which side has control of his movement (see below). If the test is failed, the Ringbearer must wear the Ring until the next turn, when he will have another chance to remove it. The Ringbearer cannot both put on and take off the Ring in the same turn.

Sauron's Will: If the Ring is already being worn, then the Good player must test to see if the Ringbearer can overcome Sauron's will. To do so, he must roll a dice immediately before he moves the Ringbearer in the Move phase. If the player does not wish to move the Ringbearer, he must still roll a dice – but can do so at any time during the Move phase. The roll is made on behalf of the Ringbearer himself so we allow the Good player to use the Ringbearer's Might points to modify this dice roll if he wishes to do so. On a roll of 3, 4, 5 or 6, the Good player moves the Ringbearer as usual. On a score of a 1 or 2, the Evil player moves the Ringbearer instead of the Good player.

Regardless of which side moves the Ringbearer, he is still part of the Good side and all other actions, such as shooting and fighting, remain under the control of the Good player. This means that when the Evil player moves the Ringbearer, all he can do is move the model, including charging (in this case, the Ringbearer does not need to take Courage tests to Charge terrifying foes). He cannot perform Heroic Actions and cannot pick up or put down other items. He cannot be forced to perform actions that would cause direct harm to the model (such as jumping down a cliff...) or be moved off the table (if the Scenario allows). This represents the struggle between the Ringbearer and the will of Sauron.

My Precious! If the Ringbearer is the only model left on the Good side and he's wearing the Ring, he counts as a casualty – his mind has been taken over by its power. As Scenarios may depend on him surviving, this is very important! If the Evil side's objective is to kill the Ringbearer, this is achieved if he is the only model remaining on the table from the Good side and he is wearing the Ring.

All of these models are wearing armour, from Faramir's leather armour to the heavy Dwarf armour of the Khazâd Guard.

Armour

There are many different types of armour in Middle-earth, from formidable Dwarf mail to the rusted scrap-armour worn by Orcs.

Wearing armour provides a Defence bonus to the wearer. Typically this is already included in the model's profile. Sometimes, however, a model will have an option to buy further armour for additional points. In these cases, look below to see the effect the armour the armour has.

Armour
A model upgraded to wear armour adds 1 to his Defence.

Heavy Armour and Dwarf Armour
A model who is upgraded to wear heavy armour or Dwarf armour adds 2 to his Defence, unless he is already wearing armour, in which case he adds 1.

Heavy Dwarf Armour
A model who is upgraded to wear heavy Dwarf armour adds 3 to his Defence, unless he is already wearing armour, in which case he adds 2. If he is already wearing heavy armour or Dwarf armour he instead adds 1.

Note that this list is not exhaustive and there are other types of armour available, but these are explained explicitly where they are listed.

Shields

From crude planks of wood banded together with iron, to ancient, crafted masterpieces, almost every race in Middle-earth makes use of shields to protect its warriors.

A shield increases the Defence characteristic of its bearer by 1. Where the shield is listed in the model's wargear, that bonus is already taken into account in its characteristics profile. However, if the model purchases the shield as an upgrade, you will need to increase its Defence by 1. Shields also have the following rules:

Cumbersome: A model can only use an Elven blade as a single-handed weapon if it also carries a shield. A model armed with a bow, crossbow, two-handed weapon or pike may carry a shield; however, he does not receive the +1 bonus to his Defence characteristic.

Shielding: Prior to either player rolling any dice in a Duel roll, a shield-armed model who is involved in the Fight may declare that he is Shielding. A model that is Shielding doubles his Attacks when making the Duel roll to see who wins the Fight. Thus, a Shielding model with 1 Attack would roll two dice. If the Shielding model wins the Fight, however, he makes no Strikes against his enemy, having put all of his effort into surviving.

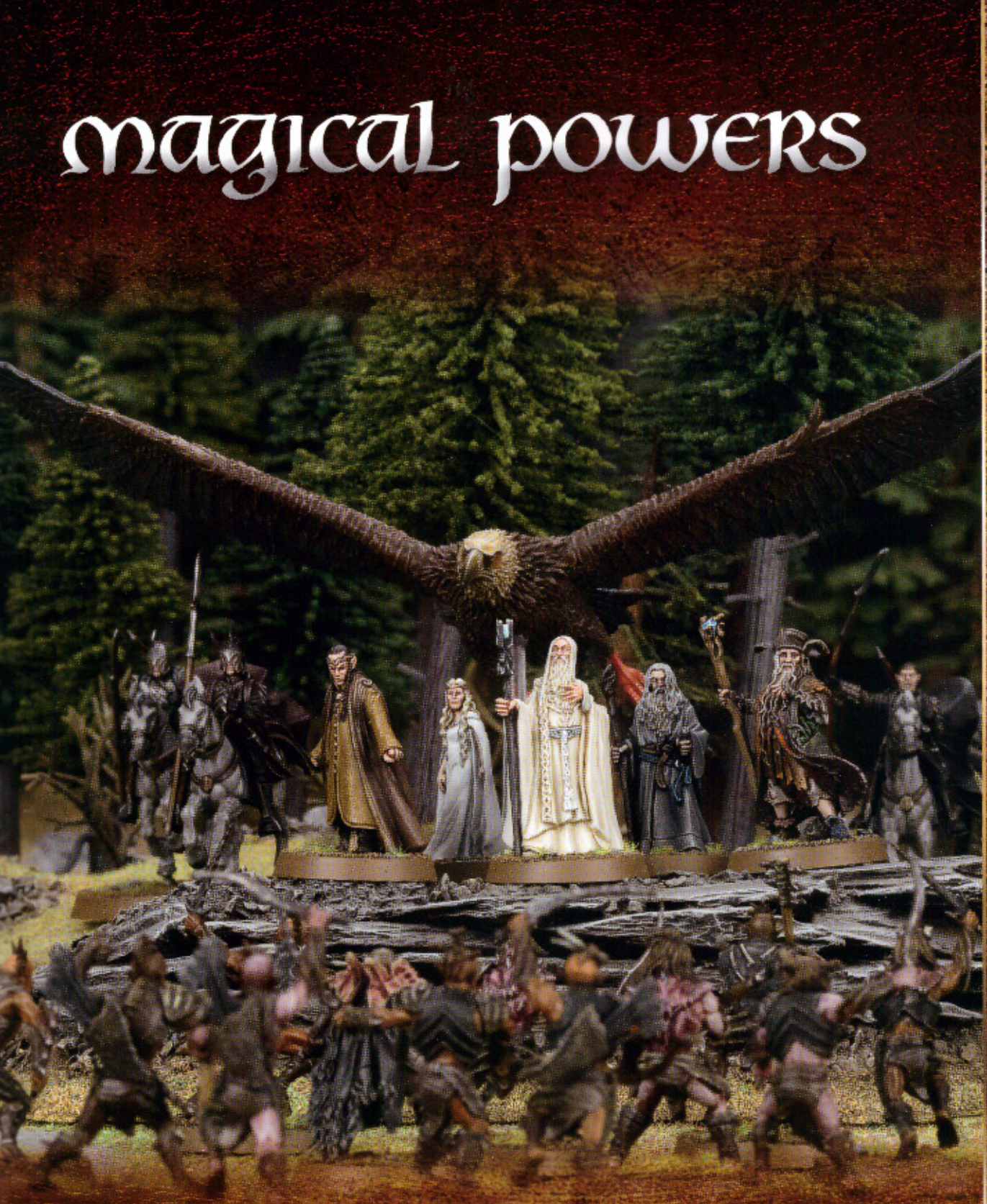
In a Multiple Combat, all friendly models in the same Fight must be Shielding for them to get the bonus. Thus, if one or more friendly models do not have shields, then none of them can use the Shielding rule. Spear- and pike-armed models cannot Support a Shielding model.

Models who are Prone can use the Shielding rule like other fighters – in fact this is a very sound plan, since a Prone model cannot make Strikes if he wins the Fight anyway.

Finally, models who are mounted cannot use the Shielding rule.

These four models all carry shields of one sort or another – all have the same effect in the game.

Magical Powers



"'Halt!' he called in a voice like thunder, and his staff blazed forth with a flash like the lightning.'

- Gandalf, The Clouds Burst

57 Casting and Resisting

Gandalf and Thorin's Company are rushing to escape Goblin Town and the rampaging Goblin King. Determined to clear a path, Gandalf uses a *Sorcerous Blast* (requiring a Casting roll of 5+) to clear the way. He chooses Grinnah as his target and expends two Will points. Rolling his dice, Gandalf scores a 4 and a 5, which is enough to cast the spell. Grinnah, keen not to be blasted from the rickety walkway, spends his Will point to Resist the power, rolling a 5. The magical power is resisted.

58 Casting Roll

Thorin is badly wounded, so Radagast attempts to heal him using the *Renew* magical power. Radagast expends two Will points, and rolls a 2 and a 4. Since the magical power has a Casting Value of 3+, the dice roll of a 4 is high enough, and so the Casting test is passed successfully.

Some models can cast magical powers – these are cunning spells or other sorcery that can sway the battle in their favour. These magical powers range from subtle powers that can beguile or befuddle the foe to those that enrage warriors into a fighting frenzy or cause direct harm with sorcerous blasts or fireballs.

Using Magical Powers

Who can use Magical Powers?

Any model with magical powers listed in his profile can use magical powers. Using magical powers also requires having Will points to spend – so typically speaking a model without any Will points will not be able to use any magical powers.

When can you use Magical Powers?

A model with magical powers (and Will points available) can attempt to use up to one during each Move phase. He can use the power before he moves, during his move or at the end of it. A Hero can even use a magical power in the same turn that it Charges, or if he doesn't move at all. A favoured ploy is to cast the magical power against the same model that you are charging, for instance.

A model that is already engaged in combat cannot use a magical power.

Who can you Target?

Magical powers come in three basic types: those that target a particular model, those that target all models within a certain distance and those that don't target anyone specific. Who the magical power can affect is made clear in the magical power's description.

A model can be targeted by a magical power even if it is engaged in combat, unless the rules for the specific magical power state otherwise.

Check Range and Line of Sight

Measure as you would for a missile weapon when working out whether your target is in range. The range of a magical power will either be in the entry of the casting model or in the description of the magical power.

If a magical power targets a particular model, the caster must also be able to see his victim – use the rules for Line of Sight when determining if a model can see his target.

Making a Casting Roll 57 58

To successfully cast a magical power, the Hero must take a Casting test. Every magical power has a Casting Value (sometimes listed as dice score), listed in the entry of the model casting it. This is the minimum score rolled on a single dice required to cast the magical power.

The controlling player states which magical power the Hero is attempting to cast and expends one or more Will points. For each Will point that the Hero expends, he rolls one dice. All the dice are rolled together and if the score on any of the dice equals or exceeds the magical power's Casting Value, the spell is successfully cast – resolve its effects as detailed in the magical power's entry.

If none of the dice have a high enough score, the magical power is not cast and has no effect. Remember, however, that Heroes who also have Might points can spend their Might to adjust their Casting rolls – one Might point for each number you increase. If you wish to increase the Casting roll, you must do so immediately (as you will see later, it's important that your opponent knows what your final score is).

Resisting a Magic Power

If a Hero is targeted by a magical power, there is a chance he can Resist its effects. Before resolving the effects of the power, the player controlling the victim must decide whether to spend Will to Resist the magic power (assuming the model has any). This is called a Resist test.

For each Will point spent, the defending player rolls a D6 in his Resist test. If any of the dice equal or beat the score that the spell was cast on, the model has resisted the power and there is no effect. Note, the player must choose how many Will points to expend before rolling any dice.

Some powers can affect a model indirectly – for instance, a Hero might be caught in the path of another model who has been hurled aside by the *Sorcerous Blast* magical power. In cases where a model is indirectly affected, but not the initial target of the power, no Resist roll can be made – so be careful where you place your models!

Resisting powers with no Target

Some magical powers have no specific enemy target; some affect only the caster or friends within a certain distance, and so on. Magical powers that do not affect enemy models cannot be resisted unless specified otherwise.

Resisting powers with Multiple Targets 59

Some magical powers affect several enemies (such as *Nature's Wrath*, for instance). Such magical powers can only be resisted by a single model – their victims' controlling player chooses any one of the models in range to Resist the magical power. Expend his Will and take the Resist test as described above. If the test is passed, then the spell has no effect on any of the models in range. If he fails, then all models in range are affected. If a Channelled power increases the number of models targeted to multiple models, any one of the targeted models can take the Resist test.

Spell Durations

Every magical power has a duration that specifies how long it lasts. The effects of a magical power automatically come to an end if the caster dies or leaves the battlefield. Some spells have a special or unique duration, in these cases, it is made clear in the magical power's description. The three standard magical power durations are explained below.

Instant

Magical powers with this duration take effect once, straight away. After they are resolved, they end. These magical powers tend to be those that cause damage, such as *Black Dart* or *Sorcerous Blast*.

Temporary 60

Magical powers with this duration remain in play until the End phase of the turn in which they are cast.

Exhaustion

These magical powers require concentration for the caster to maintain. Once cast, they remain in play until the caster reaches 0 Will points.

Heroic Channelling

Heroic Channelling is a Heroic Action (pg 57). When a Hero uses this Heroic Action, his magical powers benefit from the rules for the Channelled power, instead of the ordinary rules.

59 Resist test with multiple targets

Elrond has cast *Nature's Wrath*, a magical power with a range of 6" that affects multiple enemy targets. The Evil player, must take a look at his affected models and choose one to Resist. Looking at the models in range of the magical power, he selects Fimbul, since he is the model with the most Will points.

60 Temporary Duration

A Nazgûl has successfully cast the magical power *Transfix* on Gandalf. This is a power with a Temporary duration, which means that if Gandalf fails to Resist it, he will suffer from the effects of *Transfix* until the End phase – a very bad situation for our grey Wizard.

Magical Powers

Aura of Command

Duration: Exhaustion
Calling on his magical ability and strength of mind, the caster strengthens the resolve of the fighters around him, banishing fear and dread with words of courage and conviction.

While this power is in effect, the caster and all friendly models within 6" of him automatically pass any Courage tests they are required to take.

Channelled: The range of the spell is increased to 12".

Aura of Dismay

Duration: Exhaustion
Whether he utters foul curses and incantations, or weaves shadows and mystery to deceive his foe, the caster causes his enemy to see that which they most fear on the visages of his allies.

All friendly models within 6" of the caster cause Terror (pg 83), including the caster himself.

Channelled: The range of the spell is increased to 12".

Banishment

Duration: Instant
Unleashing a blast of pure and brilliant light, the caster assails the fell creatures of undeath.

This power can only affect Spirits and Undead. The target model automatically suffers 1 Wound.

Channelled: The target model suffers D3 Wounds instead of 1.

Black Dart

Duration: Instant
A mysterious magical power that strikes into the flesh of the foe, the Black Dart *is a weapon only used by the most dire of the Dark Lord's servants – a means of murder from afar.*

The target model suffers a Strength 9 hit. Do not roll To Hit or take In The Way tests. If cast on a Cavalry model the attacker chooses whether the mount or rider is struck. Black Dart can even target a model that is engaged in combat.

Channelled: A wounding hit will cause D3 Wounds, rather than 1.

Blinding Light

Duration: Temporary
Unleashing a glowing aura of incandescent light from the tip of a staff or the palm of an outstretched hand, the caster illuminates the area all around him. Whilst this allows the caster's friends to see as clear as day, any nearby foes are dazzled by the stark and sudden brightness.

While this power is in effect, any shots directed at the caster, or a model within 6" of him, only hit on a To Hit roll of a 6. Additionally, an area with a 12" radius around the caster is illuminated as if it were daylight (perfect when your Wizard is underground).

Channelled: The duration becomes Exhaustion.

Chill Soul

Duration: Instant
An assault on the very life essence of the victim, Chill Soul *is a vile magical power. Ignoring physical defences such as toughened hides, armour and shields,* Chill Soul *spares only those whose willpower is great enough to resist it.*

The target model suffers a Wound, exactly as if wounded in close combat. If cast on a Cavalry model, the attacker chooses whether the mount or rider suffers the Wound. *Chill Soul* can even target models engaged in combat.

Channelled: In addition, all other models (friend and foe) within 3" of the initial target suffer a Strength 5 hit.

Command/Compel

Duration: Temporary
Using the mental strength of the caster, this power overwhelms the mind of its victim to force the will of the caster upon them. Those who fall prey to this power find themselves losing control of their own bodies, inexorably moving at the whim of another and unable to defend themselves properly.

The caster can move the target model up to half of its maximum move distance. He can do this even if the model has already moved that turn. The move cannot force the victim to jump, leap, climb, or lie down, but can take it into difficult terrain and even make it Charge an enemy. No Courage tests are required to Charge Terror-causing foes, in this instance (pg 83). It can even force the victim to drop an item that it is holding or to put on the One Ring (if he carries it). Once the model has finished the move, he may not move any further that turn, for any reason.

Finally, the victim suffers the effects of the *Immobilise/Transfix* magical power (see opposite).

Channelled: The target model also reduces his Fight value and Attacks to 1.

Curse

Duration: Instant

There are those who are possessed of a certain fortune, their destiny ensuring that they can survive mortal injuries that would slay even the most doughty warriors. The most potent curses of their foes, however, can strip away that protection, leaving them vulnerable to the blades and bows of their enemies.

The target model immediately loses a Fate point.

Channelled: The target model loses all of its remaining Fate points.

Drain Courage

Duration: Instant

Even the greatest Heroes cannot hold their nerve forever, especially when the magic of their enemies is turned to eroding their resolve. Little by little, their valour is drained away.

The target model reduces its Courage characteristic by 1 for the duration of the battle, to a minimum of 1. This magical power can take effect several times on the same target – reducing the model's Courage each time.

Channelled: The target model reduces its Courage characteristic by D3 instead of 1.

Fortify Spirit

Duration: Exhaustion

This magical power can restore the fortitude and willpower of even the most battle weary fighters.

This power only targets the caster or a model in base contact with him. While this power is in effect, the model rolls two extra dice when making Resist tests. These extra dice do not reduce his Will store and can be rolled even if he has no Will points remaining or chooses not to expend any Will.

Channelled: The target also adds 1 to the score of his highest dice when resisting magic.

Fury

Duration: Exhaustion

Unleashing his magical power to magnify the bitterness and violent anger of his followers, the caster transforms the fighters around him into frenzied and fearless berserkers, able to ignore fatal wounds.

This magical power affects the caster and all friendly models of the same race within 6" of him. Whilst this power is in effect, affected models automatically pass Courage tests. They also receive a special Fate that is passed on the roll of a 6 if they are wounded. This test is taken immediately after a Wound is caused, can be taken before other Fate rolls are made, and can be altered by Might.

Channelled: The special Fate roll that the power provides is passed on a 5+ instead of a 6.

Immobilise/Transfix

Duration: Temporary

An unassuming power that can nonetheless turn the tide of an entire battle, the ability to transfix or immobilise a foe leaves the victim unaware of the battle swirling around them and unable to either fight back or run away. Those most unfortunate are rendered completely defenceless.

While this power is in effect, the target model may not move (except to Back Away, should he lose a Fight) or shoot. Additionally, while this power is in effect, he halves his Fight and Attacks characteristics (rounding up) and may not Strike if he wins a Duel roll.

Channelled: The target model's Fight and Attacks characteristics are reduced to 1.

Nature's Wrath

Duration: Instant

Unleashing the power of nature around him, the caster buffets and blasts his foes. Whether it is the raging torrent of a river or gale, or the shaking of the very ground beneath their feet, even the sturdiest foes are thrown to the ground.

All enemy models within 6" of the caster are knocked Prone. Cavalry models are automatically treated as having suffered a Rises from the Dust result on the Thrown Rider chart (pg 52) – both rider and mount are then knocked Prone.

Channelled: All enemy models within 6" suffer a Strength 2 hit after being knocked Prone.

Panic Steed

Duration: Instant

Reaching into the mind of a simple beast is far easier than overcoming the willpower of a determined warrior. By using his magical powers, the caster can create a strong sense of panic in a steed, causing it to buck and throw its rider to the ground.

This power may only target mounted models (even those on Monstrous mounts). The rider is immediately thrown from the saddle and his mount bolts from the field of battle. Remove the mount from play and roll on the Thrown Rider chart to determine the effects of the fall (pg 52).

Channelled: All enemy models within 3" of the initial target are also affected.

Paralyse

Duration: Instant

A cruel magical power which renders its victim utterly helpless.

The target is immediately paralysed. It is knocked Prone and may do nothing until it recovers. The victim also makes no Duel rolls, and thus will automatically lose a Fight unless joined by a friendly model.

At the end of the Fight phase, the controlling player must roll a D6 for each of his Paralysed models. On the roll of a 6, the model recovers and stands up. Friendly models who spend the Fight phase in contact with a Paralysed model, and do nothing else, may also attempt to revive the victim. Roll an additional D6 for the Paralysed model for each such friend. Might points can be used to modify this roll.

Channelled: Each time the victim fails to roll a 6 on a revive roll, he suffers a Strength 5 hit.

Renew

Duration: Instant

Wounds heal, bones knit back together and weary, injured warriors find themselves once again hale and hearty.

The target regains a single Wound lost earlier in the battle.

Channelled: The model instead recovers D3 lost Wounds.

Sap Will

Duration: Instant

This magical power is a direct assault against the willpower of its victim, an assault that will leave them even more vulnerable to the barrage that will invariably follow.

The target loses D3+1 Will points to a minimum of 0.

Channelled: The target loses all of its Will points.

Sorcerous Blast

Duration: Instant

With a flourish, the caster hurls his foe aside, bowling over any unfortunate enough to be nearby.

The target model is blasted D6" directly away from the caster and knocked Prone. Roll a dice and move the target that number of inches. Other models in the path of the blasted model are moved aside and knocked Prone. If the target, or one of the models that is knocked Prone, is engaged in combat, then all the models (friend and foe) in the same Fight are also knocked Prone. The target model suffers a Strength 5 hit, and any other model knocked Prone suffers a Strength 3 hit.

If the blasted model hits an Obstacle or a model that has a Strength of 6 or above, the blasted model's move immediately ends. The Obstacle or model (if it has a Defence value) suffers a Strength 3 hit.

Move any models underneath the target model's final position by the minimum distance that allows them to be placed Prone on the board. Note: even Transfixed/Compelled or otherwise immobilised models will be blasted by *Sorcerous Blast*.

Channelled: The affected model instead suffers a Strength 6 hit, and other models knocked Prone suffer Strength 4 hits instead.

Strengthen Will

Duration: Instant

For those who find themselves near the limits of their courage and fortitude, this magical power offers rejuvenation.

The caster can use this spell to give one Will point to a friendly Hero within range. The target's Will can be increased past their starting amount , and this power can be used even if they started the game without any Will points.

Channelled: The target receives D3 Will points instead of 1.

Terrifying Aura

Duration: Exhaustion

Drawing on his magical ability, the caster fools those around him. His visage becomes suddenly more ferocious, his physique more intimidating – causing his foes to quake in fear.

While this power is in effect, the caster causes Terror, as described on page 83.

Channelled: Models wishing to Charge the caster whilst this power is in effect must take their Courage test on 3D6, discarding the highest dice.

Your Staff is Broken!

Duration: Instant

A rare magical power that can shatter the formidable Staffs of Power belonging to the Wizards, only the greatest of sorcerers and Wizards can master this.

This power destroys the staff of the target model. All the advantages associated with the staff are immediately lost (including the two-handed weapon bonus).

Channelled: The target model also suffers a Strength 7 hit.

Special Rules

'If I say he is a Burglar, a Burglar he is, or will be when the time comes. There is a lot more in him than you guess.'

- Gandalf, An Unexpected Party

Many of the Warriors, Monsters and Heroes in Middle-earth have abilities that are beyond the norm. From expert fighters who switch effortlessly between weapons and fighting styles, to troopers so brave they can stare death in the face. These are known as special rules and many of the Heroes and Warriors in *The Hobbit: An Unexpected Journey* have them. Here, we collect the most common special rules together in one easy-to-reference place.

Ancient Evil

There are things that yet dwell in Middle-earth whose evil is boundless: even the sight of such a creature is a portent of doom.

Any enemy model within 18" of this model suffers a -1 penalty to its Courage. Note, this is not cumulative with other similar penalties such as those provided by Goblin Drums, the Harbinger of Evil special rule and so on.

Backstabbers

There are some who have made sly, cunning murder an art form. These are the pitiless types who fight most bravely and effectively when their enemy is outnumbered, surrounded or, best of all, completely unaware!

This model receives +1 to their To Wound rolls when striking Trapped models. This bonus is cumulative with other bonuses, such as using a two-handed weapon.

Bane of Kings

Master poisoners, experts in the art of murder; there are some in Middle-earth who have made the art of killing their trade.

This model must re-roll all failed rolls To Wound.

Bane Weapon

These weapons were forged in ages past, during wars of terrible hate and desperate survival. Enchanted to slay the most dire of foes, such weapons kill more readily than mere steel!

Bane weapons have a particular effect against certain foes – this is presented in the profile of the bearer as Xbane, where X indicates a specific race. A Wound from a weapon with this special rule (after Fate rolls have been taken) causes, not 1, but D3 Wounds against models of that race. For example, a model with the Elfbane special rule would cause D3 Wounds per successful Strike against Elves.

Bodyguard

Bodyguards take unbreakable oaths of service and will sooner fight to the death than flee from their foes.

At the start of the game, if you have any models with this special rule in your force, choose one Hero among those in your force for all of them to protect. As long as the chosen Hero remains alive and on the board, your models with this special rule automatically pass all Courage tests.

If you have allied contingents in your army (pg 101), pick one Hero from each contingent with at least one model with this special rule in it. Any models with this special rule will protect the chosen Hero from their contingent.

Burly

Some warriors are incredibly strong and fit, able to shoulder burdens that would weigh down those of a less muscular build.

When fighting with a two-handed weapon, a model with this special rule does not suffer a penalty to his Duel rolls.

Additionally, Burly models can carry a Heavy Object and still move their full move distance.

Cave Dweller

The under-realms of Middle-earth are inhabited by cunning, creeping things that can climb and leap across rocks with ease.

Cave Dwellers add 1 to all Jump, Leap and Climb tests. They also suffer no penalties for fighting in the dark.

Expert Rider

Some are raised to ride swiftly and surely from a young age.

While mounted, an Expert Rider may re-roll the dice when making Jump, Swim and Thrown Rider tests.

While mounted, an Expert Rider carrying a shield and bow still gains the +1 Defence bonus. If the model dismounts, he will lose the bonus for carrying a shield.

Additionally, an Expert Rider can pick up a Light Object without having to dismount first (pg 85).

Expert Shot

The best archers are able to scythe down their foes with unerring accuracy, sustaining a prodigious rate of fire that is the envy of their comrades.

This model may fire twice in the Shooting phase instead of once. These shots can be resolved one at a time, meaning the model can target the same model twice or two different models, once each, as he wishes.

Fearless

There are some to whom even the worst horrors of Middle-earth present no fear.

This model automatically passes Courage tests, but cannot use the rules for Shielding (pg 74).

Fly

From Gwaihir and the Giant Eagles to the Winged Nazgûl who scour Middle-earth for the One Ring, the gift of flight is an incomparable advantage to those who possess it!

This model can ignore all intervening models and terrain as it moves – flying over buildings, woods and so on. The model may not end its movement within woods or upon any terrain that its base will not safely balance upon (flat rocks, hills and the like are fine, but don't try to perch your model precariously upon trees, sloped roofs and so on).

Furthermore, a model with this special rule may pass 'over' enemy Control Zones without charging the model – as long as he ends his move outside of the Control Zone.

Harbinger of Evil

The Dark Lord has many wicked and cruel servants who spread dismay wherever they pass.

Any enemy model within 12" of a Harbinger of Evil suffers a -1 penalty to its Courage. Note, this is not cumulative with other similar penalties such as those provided by Goblin Drums, the Ancient Evil special rule and so on.

Mountain Dwellers

Those who make their homes upon mountain passes and scree-strewn slopes can easily negotiate the perils that come from travelling in the high and rocky places of Middle-earth.

Mountain Dwellers may re-roll any Jump, Leap and Climb tests. In addition, they may move through rocky areas that are classed as difficult terrain as if they were open ground.

Poisoned Arrows

A favoured tactic of the Haradrim and other wicked warriors is to coat the heads of their arrows in virulent poisons, so that even slight wounds can have grievous effects.

Models with this special rule must re-roll 1s when rolling To Wound with a shooting attack.

Resistant to Magic

Whilst the weak of will may quickly and easily be enthralled by a skilled practitioner of magic, there are some few who possess the strength of spirit, or some other attribute, to resist the sorcery of the enemy.

If this model is targeted by a magical power and has no Will points to resist it with, it may still take a Resist test with a single dice.

Set Ablaze

Fire is a deadly weapon when turned against living things. In the heat of battle, few warriors have the presence of mind to extinguish the flames that threaten them.

It is possible through a number of means, that models can become Set Ablaze. When this happens, the model suffers an immediate Strength 9 hit. If the model survives, it will suffer a further Strength 5 hit in each End Phase until the blaze is extinguished.

To extinguish the blaze, the model must lie down, and then crawl 1", at which point the blaze is immediately put out.

Sworn Protector

A sworn protector is a special kind of bodyguard who has taken an solemn oath to protect a particular individual. Whilst he remains close to his charge, he is utterly devout in his service and fearless in his defence.

At the start of the game, this model must choose one Hero from his force to defend, unless the model's special rules name a specific Hero. Whilst this model is within 12" of the Hero he is defending, he automatically passes any Courage tests he has to take.

Terror

From towering beasts, to eldritch horrors, there are many creatures in Middle-earth whose presence is enough to chill the blood and cause even bold warriors to stumble in fear.

Should a model wish to Charge this model, it must take a Courage test before it moves. If the model passes, it may Charge as normal. If it fails, the model does not Charge and may not move at all this turn.

Sometimes a model will only cause Terror in certain enemies. In these instances, the creatures who are affected are clearly listed, and only those models need to make Courage tests before charging the model.

Throw Stones

In the Shire, the throwing of stones is considered something of an art form, and a well-thrown stone can stun or even kill an unwary foe. Other creatures have a similar knack for hurling projectiles, and while often less accurate, they are usually far deadlier.

This model may opt not to move at all in a Move phase but instead declare that it is Stooping for a Stone. In the Shoot phase, the model may then make a shooting attack with a range of 8" and a Strength of 1. Some models (such as certain Trolls or Ents) have different ranges and Strength values specified in their profiles for when they throw stones.

Venom

The fangs of giant spiders, and many other creatures besides, are highly venomous.

Venomous models must re-roll 1s when rolling To Wound. Additionally, a model slain by a creature with this special rule may not actually be dead – if you are playing a series of games where the outcome of one effects the next, place these models to one side and roll a D6 for each at the end of the game. On a 4+, they recover from the poison (which, if their side lost the Scenario, might just mean they are alive when they are eaten).

Woodland Creature

There are many creatures who are just as at home amidst the roots and tangle of forests as they are upon open plains.

A model with this special rule may move through woods and forests that are classed as difficult terrain as if it were open ground. Note that this doesn't mean they can automatically climb terrain in those areas, nor move through tree trunks or jump fallen Obstacles.

advanced rules

This section is given over to rules which are important to this game, but only appear in certain Scenarios or unusual circumstances. If you are creating your own adventures, you may find these quite handy.

Water Features

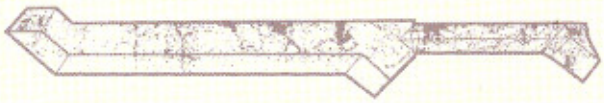
From fast-flowing rivers to shallow fords, there is often water involved in the battles and adventures to be found in Middle-earth.

Shallow Water

Areas of water that present a minimal risk to those crossing them, such as streams, small ponds and fords, are shallow water. Although these will slow models down somewhat, they are highly unlikely to harm anyone. This kind of water is difficult terrain for all models except horses, Wargs, Cavalry and Monsters, who ignore shallow water and treat it as open ground. However, if any model is knocked Prone whilst in shallow water (including Wargs, Monsters and so on), it must take a Swim test at the start of its next Move phase; roll a D6 and compare the result to the Swim chart on the right.

Deep Water 61

Deep water is any stretch of water that is deep enough that a model could not stand with its feet on the bottom without drowning. Any model that enters deep water must immediately take a Swim test, and must do so at the start of each Move phase that he starts in the water. Models in deep water may not shoot.



Carrying Objects

Throughout their adventures and battles, our adventurers and fighters encounter dozens of situations where they need to carry items of variable sizes, from siege ladders or demolition charges to keys, rings or even prisoners. Obviously, the heavier or more cumbersome an item is, the stronger an individual will need to be to carry it.

Burdens fall into three categories: light, heavy and other models.

Light Objects

Light Objects are small things that are not models in their own right – the likes of keys, rings, healing draughts or even weapons. When a Scenario calls for you to keep track of such an item, it will be clearly listed in the special rules – you can do this by placing a token, coin or counter of some description on the tabletop.

A model can pick up such an item by moving into base contact with it. The object can be passed from one model to another; just move the bearer into base contact with the new model and declare who now carries the item.

A Light Object may only be moved once and passed once in each Move phase – so it's not possible to do 'relay race' style antics with them.

Note that if the item is on the floor, mounted models must dismount before picking it up, unless they have the Expert Rider special rule.

Swim Chart

D6	Result
1	**Sink.** The model is overcome by the weight of his wargear (or complete inability to swim) and drowns. Remove the model as a casualty.
2-5	**Swim.** The model may move up to half its remaining Move allowance through the water.
6	**Swim Strongly.** The model may move its remaining Move allowance through the water.

Note: Models that are heavily laden may fall foul of their burdens in deep water. Any of the following modifiers which are applicable must be applied when taking a Swim test.

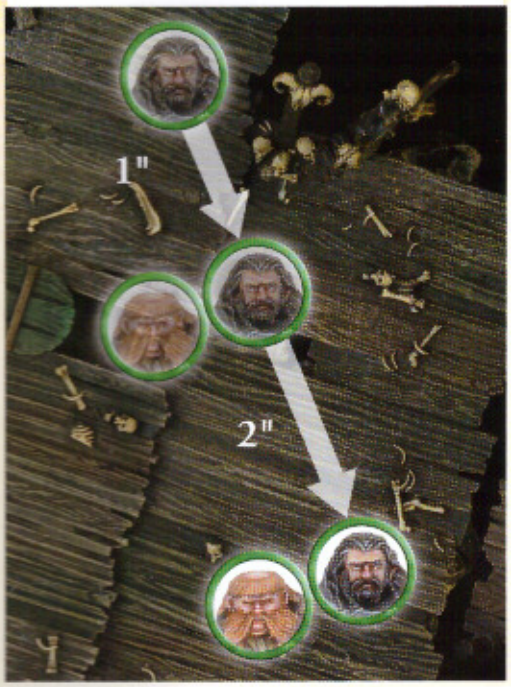
+1	The model is mounted
-1	The model is equipped with heavy armour or Dwarf armour
-1	The model is equipped with heavy Dwarf heavy armour
-1	The model is carrying a shield
-1	The model is carrying a banner

61 Swim Test

Bilbo Baggins has lost a Fight against Fimbul, and now finds himself in the river. He must immediately make a Swim test. He rolls a 5, which means he doesn't drown. At the start of his Move phase in the following turn, he must roll again. This time he rolls a 6 and, defying all of the stereotypes about Hobbits, he swims strongly for the river bank, moving his full move allowance.

62 Heavy Objects

Thorin wishes to carry a Heavy Object. He moves 1" so that he is in base contact with it, then picks it up. He wishes to move further, and so halves his remaining move of 4", and moves a further 2" whilst carrying the object.



Heavy Objects 62

Items that are especially large or cumbersome are considered Heavy Objects for the purposes of our rules. Such things might include siege ladders, demolition charges or similar. These tend to be large enough that they are normally represented by a model of some kind.

A model can carry a Heavy Object by moving into base contact with it. While he carries it, his maximum move distance is halved. If two or more models are carrying the object together they can move without penalty. Note that when two or more models are carrying a Heavy Object, they will move simultaneously, in an exception to the normal movement rules. A Heavy Object can only be moved once each Move phase.

Models carrying a Heavy Object must drop it before charging. If a model carrying a Heavy Object is charged by an enemy model, place the object in base contact with the carrier (somewhere it isn't in the way of the ensuing Fight). If there are two bearers and only one is charged, the other bearer immediately takes sole possession of the object.

Cavalry and Monstrous Cavalry cannot carry Heavy Objects, except to load an unconscious ally onto a horse as a passenger (pg 87). Monsters treat Heavy Objects the same as other models treat Light Objects.

Carrying Other Models
(Prisoners, unconscious allies and corpses...)
There are times when a model will need to carry a fallen ally or a prisoner. The weight of the model being carried (in relation to the bearer's brawniness) will determine how the burden is treated.

A model is a Light Object if its Defence value is half of the Strength of the bearer, or less. A model is a Heavy Object if its Defence value is greater than half of the Strength of the bearer.

Passengers 63

In the heat of battle, or at the height of some daring encounter, there are times when a combatant will need to scrabble into the saddle behind a friend or ally.

The passenger rules are not typically used in Points Match games, but rather in specific Scenarios. Of course, feel free to introduce them to your own games, if you want.

In Scenarios that call for a model to travel as a passenger alongside a mounted model, either replace the model in question with a suitable substitute or place the passenger upon or beside the base of the mount.

Mounting

A model can mount up as a passenger by moving into base contact with a Cavalry model (or if a Cavalry model moves into base contact with it) and taking a Jump test. On the roll of a 1, the model fails to mount up and neither model can move further that turn. On a 2-5 the model successfully mounts up, but neither model may move any further that turn. On a 6, the model successfully mounts up and the Cavalry model may continue to move, deducting any distance moved that turn by the passenger from its maximum move distance.

Dismounting

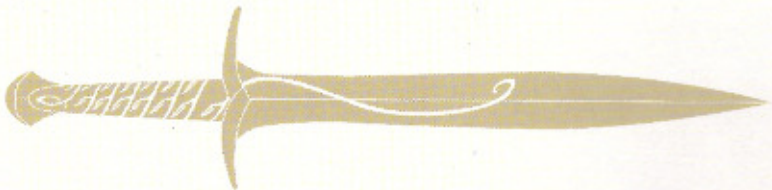
A passenger can dismount at any point in the Cavalry model's move – simply place the model on foot in base contact, and then continue to move the Cavalry model if you wish. Note, however, that a passenger that dismounts in this way may not move any further that turn.

Hitting Passengers

While they are a passenger, a model cannot shoot or fight in close combat – although they may be struck by enemies.

When shooting at Cavalry models carrying passengers, any shots that would hit the rider may hit the passenger instead – roll a D6 on a 1-3 they hit the passenger, on a 4-6 the rider. Strikes in close combat may be targeted upon either model at the attacker's discretion.

Should the rider be thrown from his horse, be killed or dismount, the passenger is automatically thrown, and must immediately roll on the Thrown Rider chart (pg 52).



Reinforcements 64

As the battle rages, additional warriors often flock to the fray, drawn on by the sounds of combat.

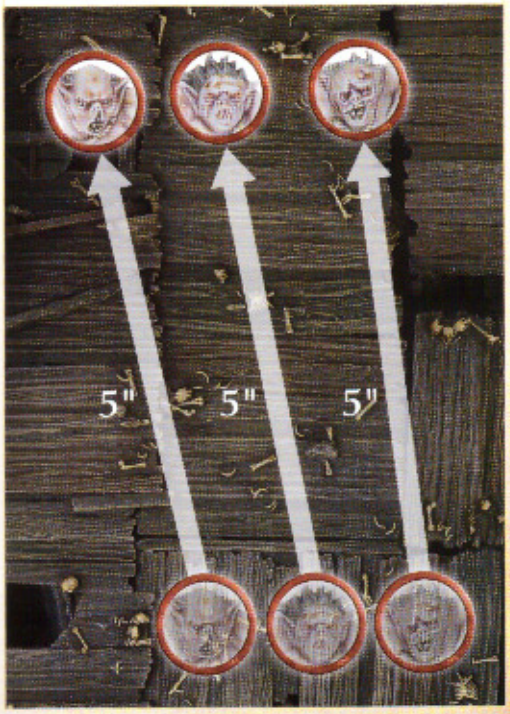
Reinforcements typically enter play after a player has moved all of his models in a specified Move phase. To move a model onto the board, first place it touching a permitted board edge. The model may then move as usual, except that it may not Charge in that Move phase.

63 Passengers

Legolas Greenleaf is riding on his horse, and wishes to pick up Gimli. He rides alongside his Dwarf friend and halts. Gimli then takes a Jump test to clamber up into the saddle beside his friend and scores a 5 – a success that enables him to ride as a passenger.

64 Reinforcements

In the depths of Goblin Town, more Goblins continue to flock to the battle against Thorin's Company. There are three Goblins available to enter, so, one at a time, they are placed touching the entry point and then moved up to their maximum move distance. Because they have moved on as reinforcements this turn, they may not Charge any enemies.



sieges

'The world changes, and all that was once strong now proves unsure. How can any tower withstand such numbers and such reckless hate?'

- King Théoden, Helm's Deep.

From the siege of Helm's Deep to the struggle before the Black Gates of Mordor and the Battle of Pelennor Fields, many of the greatest battles throughout the history of Middle-earth have involved bloody and exciting sieges, where one force has thrown itself at the walls of an enemy castle in an effort to bring down their foe. On these pages, you will find the rules and advice you need to recreate a siege of your own.

Castles and Fortresses

These rules are designed to help you fight battles across purpose built fortifications, recreating the danger and thrill of laying siege to a castle or defending the walls against a determined attacker. A castle or fortress is made up of two main elements: the walls and the gates and doors.

Walls – Purpose built defensive walls that are taller than a model cannot be climbed, except by Spiders. To assault defenders atop a wall, models will need a siege ladder. This restriction includes wooden palisades, stone walls and similar. We don't make allowance for smashing walls down – things in a siege get quite complicated enough without this.

Gates, doors and hatches - Fortresses and castles invariably have gates and doorways. These tend to be the weakest points of the construction and can all be moved through and destroyed.

Moving around the Fortress

Models move around fortresses in the same way as the rest of the battlefield. Stairways are open ground and, along with walkways, can be moved on without hindrance.

Moving through doors, gates and hatches.

Defending models can pass through doorways, gates and hatches freely. Attacking models have to batter them down to pass through (pg 90).

Moving within a fortress 65

Depending on the configuration of your fortress, there may be doorways and trapdoors that lead through internal rooms and staircases. In these instances, players should agree how much movement it will take for a model to pass through to the exit doorway.

Stairs

Models can move up and down staircases without movement penalties. If a staircase is shallow enough, even mounted models may move up and down them – both players should discuss this before the game begins.

Fighting on Stairs 66

Fighting on staircases is the same as fighting anywhere else, with one exception. A model that loses a Fight on a staircase and has to Back Away down the stairs may fall. Before the attacker makes Strikes, the loser must roll a D6; on a 1-3, he slips, falls, and becomes Prone.

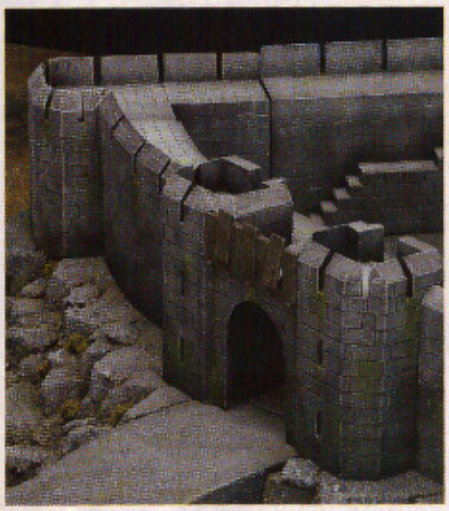
Assaulting the Fortress

Generally speaking, one player's army will be outside the fortress and the other within. Attacking a fortress is easy in principle but hard in practice – the attackers must simply breach the gates or scale the walls!

Custom Castles

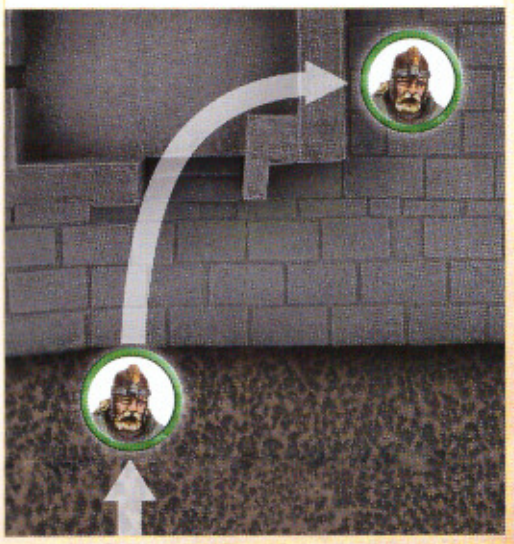
These rules are written from the point of view of playing games with the castles we have access to. Of course, many hobbyists will build castles of their own that feature elements not covered in these rules (or they may just want to use those elements differently).

If this is the case with your own fortress, simply use these rules as a framework, adjusting them to make your game as enjoyable as you can.



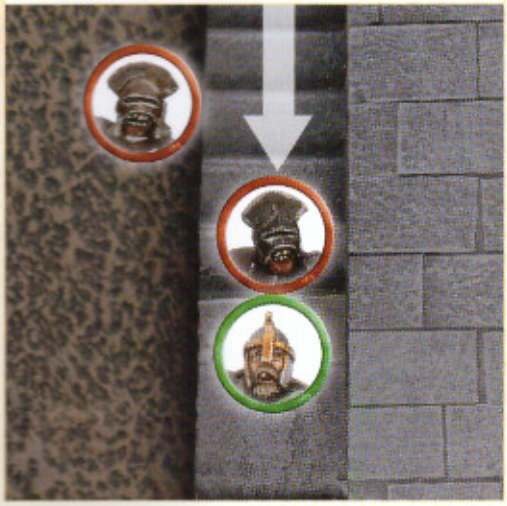
65 Moving within a Fortress

A Warrior of Rohan wishes to climb an interior staircase. The players have agreed that if the model enters this turn in one Move phase, he can emerge from the doorway in the next Move phase with half of his movement remaining.



66 Fighting on Stairs

The Uruk-hai are storming up the staircases of Helm's Deep. Because they are lower down on the staircase, if they lose the Duel roll against the Rohirrim defenders, they need to roll to see if they slip and fall. Conversely, if the Rohirrim lose, their footing is steadier and they are at no risk of falling.



67 Fighting up Ladders

These Uruk-hai are attacking from siege ladders. This combat is treated as a Fight across a Barrier as described on page 44. If the Uruk-hai wins and slays his opponent, he will cross the wall automatically. If he loses, he may fall back to the ground and take additional damage.

Attacking Gates (and Doors)

A model in base contact with a gate or doorway may attack it in the Fight phase as if it were an enemy model. The attacker automatically wins the Fight and so rolls To Wound against the Defence of the door. Each successful Strike causes one Wound. Shooting attacks with a Strength of 5 or greater may also damage doors –shooting attacks with a Strength of 4 or less cannot damage doors.

Making an Escalade

A fancy term for trying to storm the battlements of a castle or fortress, the escalade is the place where warriors cross the walls of an enemy fortification. To do this, they must climb ladders and fight against those at the top of the walls.

Siege Ladders

Siege ladders are Heavy Objects (pg 86). If uncarried, siege ladders can be attacked; they have a Defence of 8, 2 Wounds and automatically lose Duel rolls. If models carrying a siege ladder move into base contact with a wall, the ladder is automatically raised. Place it in position against the wall. Defending models can smash down a siege ladder if they are in contact with it (see Pushing Down Siege Ladders below).

Fighting up Ladders 67

Models may climb siege ladders in the same way as any other ladder (pg 28). A model may even Charge up a ladder against a defender on the wall, in which case, the Fight will be resolved in the same manner as a Fight across a Barrier (pg 44).

If a model on a ladder loses a Fight, there is a chance he will fall from his position. Roll a D6 – on a 1-3, the model falls to the ground and takes falling damage in the usual way. Furthermore, if the fighter falls, roll a D6 for each model below him on the ladder; on a 1-3, these also fall.

Pushing Down Siege Ladders

If a model on the battlements is at the top of a siege ladder, he can attempt to push the ladder to the ground in the Move phase (as long as there is no attacker at the top of the ladder, otherwise he will have to engage him in combat first). This uses up any remaining movement the model may have.

Roll a D6 – on a 4+ the ladder falls to the ground. For every additional model helping push, add 1 to the roll and for each model currently on the ladder apply a -1 modifier. Monsters modify the dice roll by 3.

Battering Rams

A battering ram is a special siege weapon used to smash open doors, usually a large log that is carried or pushed towards the foe. Battering rams are Heavy Objects (pg 86). In the case of very large battering rams, you may wish to increase the number of models that it takes to carry it.

Battering Gates and Doors 68

To use the ram, it must end its move touching the target doorway. In the Fight phase, the ram automatically hits the doorway (there is no need to make a Duel roll) with one Attack. The Strength of this Attack is equal to the Strength of the strongest model carrying it, +1 for each additional model carrying it, to a maximum of 10. A battering ram that would have a Strength of more than 10 may re-roll failed rolls To Wound.

Siege Engines

Siege Engines have profiles in the same way that Warriors, Heroes and Monsters do. Understandably, some of the values are simply not relevant to a big, inanimate hunk of metal and wood, and this is reflected in the smaller number of characteristic on a Siege Engine profile.

	Strength	Defence	Wounds
Trebuchet	(10)	10	3

A Siege Engine also always comes with a crew – these are fighters who have been specially trained to operate it. Crew have their own characteristic profiles. The crew may not move more than 6" from their Siege Engine unless it is first destroyed.

Note: In the The Lord of the Rings Strategy Battle Game, there is a characteristic on the profile of Siege Engines called 'Batter Points'. To make play more streamlined and straightforward, we have done away with these – if the characteristic profile for your Siege Engine has Batter Points, read this as Wounds instead.

Moving the Siege Engine

Siege Engines cannot move themselves, but may be moved by their crew. Three models may move a Siege Engine up to their usual maximum move distance, providing that all three start the Move phase in base contact with the Siege Engine and remain in base contact with it throughout their move – the Siege Engine moves at the rate of the slowest model. Two models may move a Siege Engine, but only up to half their maximum move distance. A single model may not move a Siege Engine by itself. Monsters count as three models for the purpose of moving Siege Engines. Siege Engines cannot move through difficult terrain or cross barriers.

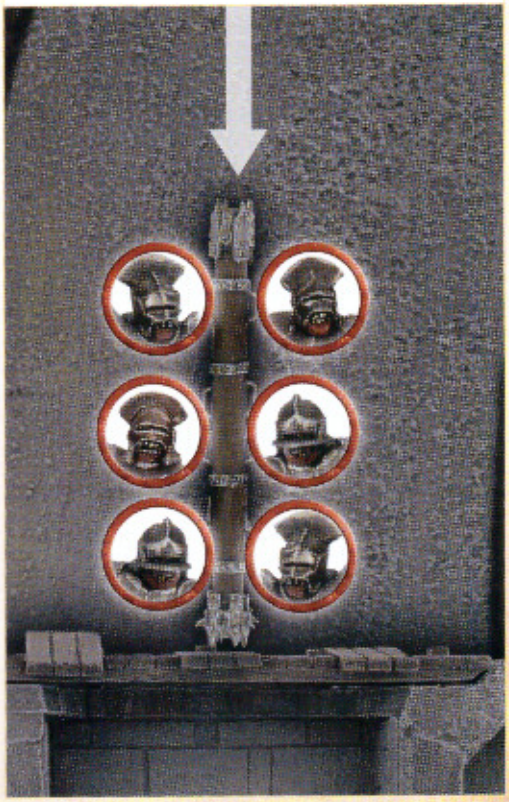
Gates, Doors and Hatches

Type	D	W
Fortress / castle gate	10	3
Dwarven door	9	3
Heavy armoured door	9	2
Armoured door	8	2
Heavy door	7	2
External domestic door	6	2
Internal domestic door	5	1

D = Defence W = Wounds

68 Battering Down Gates

The gates of the Hornburg are being hammered by this battering ram. In the fight phase, the battering ram gets a single Attack. Because there are six Uruk-hai crewing the ram, the ram makes the Attack at Strength 9 (Strength 4 for the first Uruk plus 5 for the extra fighters carrying it). The gate is in deep trouble.



69 Firing the Siege Engine

A Battlecry Trebuchet is defending a Minas Tirith outpost from a horde of attacking Mordor Orcs. The Trebuchet nominates an Orc as a target and rolls To Hit; scoring a 6 – a clear hit! Because infantry models are Battlefield targets, the Battlecry Trebuchet now rolls on the Scatter table, scoring a 6, and so the Orc Warrior suffers a Strength 10 hit and is Knocked to the Ground.

Firing the Siege Engine 69

A Siege Engine may be fired once each turn, provided that it has not moved this turn, and it has at least two crew models in base contact with it. If there are fewer crew, or any of the crew are engaged in combat, then the Siege Engine cannot fire. Other models may assist the crew, but any model that does so will cause the Siege Engine to be less accurate, as described in the Untrained Crew rules on page 94.

All Siege Engines have a Range of 48". When firing a Siege Engine, you may either aim at a model or a point on a fortification.

Roll To Hit as normal, using the Shoot value of the crew. If different crew members have different Shoot values, the worst is always used. If you fail to hit, the missile has gone astray of the target or some mechanical error has occurred – either way, the shot misses. If the shot hits, roll on the Scatter table if firing at a Battlefield target (pg 93); if firing at a Siege target, no roll on the Scatter table is required. Note, if a model involved in a Fight is hit by a Siege Engine shot then all models in the Fight are automatically hit.

Volley Fire
Siege Engines that are catapults or trebuchets can Volley Fire. This enables them to shoot at a target they (and their crew) cannot see, so long as any other friendly model can see the target and it is in range of your Siege Engine. Other Siege Engines, such as ballistae and bolt throwers, cannot Volley Fire.

Modifying Siege Engines

Certain Siege Engines can be modified. Here is a list of the most common upgrades that can be selected.

Engineer Captains
If you buy this upgrade for your Siege Engine, one of the crew is replaced with a Captain taken from the relevant force list; represent this with a suitable model. Engineer Captains carry a single-handed weapon, but otherwise have the same equipment as the crew. Unlike other Heroes, Engineer Captains may use their Might to influence To Hit, To Wound, and Scatter table rolls made by the machine. Only a single Engineer Captain can be attached to a Siege Engine.

Flaming Ammunition
If this Siege Engine hits a Siege target, the firing player may re-roll any To Wound rolls of a 1.

Severed Heads
If Severed Heads are fired at a Battlefield target, ignore the normal Strength of the Siege Engine; instead, both the initial target and all models within 2" suffer a single Strength 3 hit. This shot will neither knock models Prone nor inflict more than one Wound per hit. Any Good models hit must immediately pass a Courage test (pg 47) or be removed from play. If Severed Heads are fired at a Siege target, they inflict no damage.

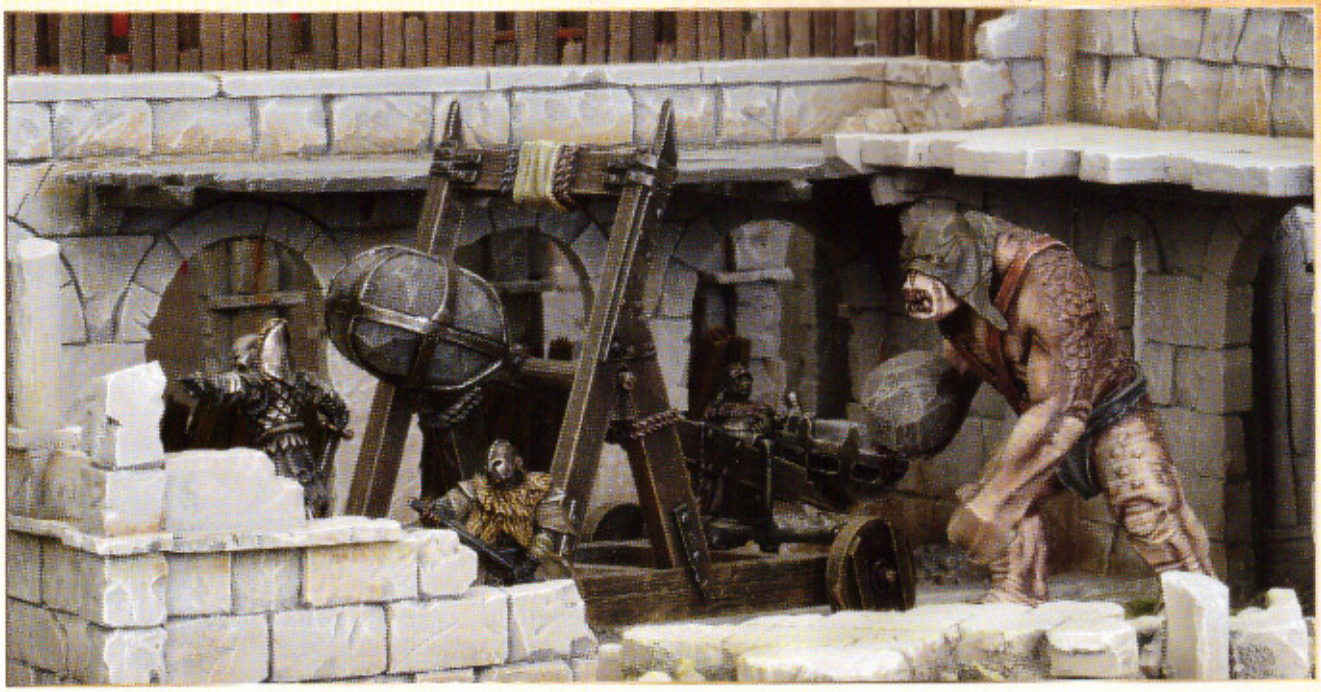
Siege Veterans
If a Siege Engine crewed by Siege Veterans successfully hits a Siege target, the controlling player may roll two dice To Wound it, not one, and apply the highest result. To receive this bonus, all crew must have the Siege Veterans skill.

Superior Construction
This Siege Engine is a masterpiece in engineering, granting it enhanced range. This Siege Engine has a range of 60" rather than 48".

Swift Reload
When firing a Siege Engine with this upgrade, the player rolls two D6 and chooses the highest result to determine the number of shots fired.

Troll
Some Evil Siege Engines can have Mordor Trolls attached to the crew for the purposes of loading and, in extreme cases, defending the construction.

Siege Engines that have a Troll crew member may fire twice each turn provided that the Troll is in base contact with the Siege Engine, has not moved in the preceding Move phase and is not engaged in combat. The Troll does not count towards the minimum number of crew required to operate the machine, so you must have at least two other crew present. Troll crew carry a hand weapon (not that they really need one to fight effectively). Only a single Mordor Troll can be attached to a Siege Engine.



Battlefield and Siege Targets

Any target that you fire a Siege Engine at is either a Battlefield or Siege target. Battlefield targets tend to be things that can move swiftly or are small, whilst Siege targets are typically large and static. Here is a list of things you will encounter in your games, and the definition of whether they are Battlefield or Siege targets. As you play, you will find more items you wish to define. Basically, if both players agree that it would be easy for a trained Siege Engine crew to hit, it should be treated as a Siege target – so simply agree with your opponent before the game.

Once you have chosen your target, roll To Hit.

If you are firing at a Siege target, your shot will either hit or miss.

If you are firing at a Battlefield target, there is a chance that the unwieldy weapon will miss its chosen target and instead hit someone or something nearby. Roll on the Scatter table and apply the result.

Friends in Proximity and In The Way

Trebuchets and catapults do not make In The Way rolls for models between the Siege Engine and their target (the shot sails high through the air and crashes down on its victim).

Ballistae and bolt throwers may require In the Way rolls. Once you have rolled for scatter and determined the victim of the shot, check to see what, if anything, is In The Way, based on the final path of the shot.

Because of the high degree of inaccuracy, Good Siege Engines cannot shoot at an Evil model if there is any chance of the shot scattering and hitting a friendly model within 6". Evil models are unencumbered by such petty morality and may target whatever they wish, whether their friends are close to the target or not.

Rolling To Wound

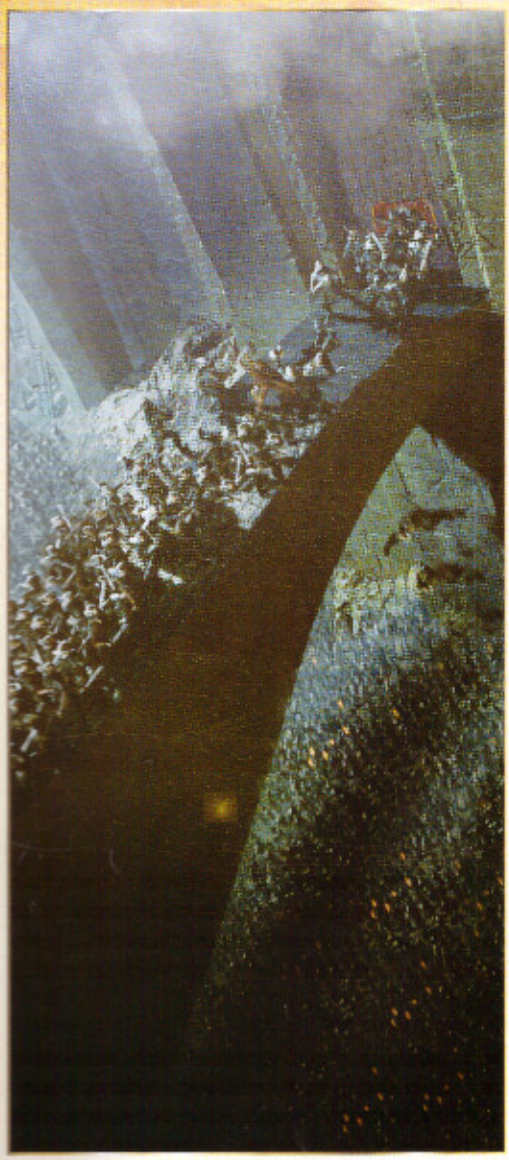
Once any scatter has been resolved, roll To Wound as normal using the Strength of the Siege Engine (shown in brackets on the profile) against the Defence of the victim.

Target Types

Battlefield Targets	Siege Targets
Infantry models	Large Gates
Cavalry models	The Mûmak
Monsters	
Doors	

Scatter Table

D6	RESULT
1	**Wide of the Mark.** Your opponent may nominate one of your Battlefield targets, or a Siege target within 6" of the initial target, as the new target. If no alternative target is within 6", or if the player does not want to do this, the shot misses completely.
2-5	**Slight Deviation.** Your opponent may nominate one of his own Battlefield targets within 6" of the initial target as the new target, or choose the original target.
6	**Dead on!** The shot lands exactly on the target.



Any Battlefield target struck by a shot from a Siege Engine is knocked Prone and will be slain if wounded (regardless of how many Wounds it has remaining). A model only needs to pass one Fate roll to prevent all the Wounds it would have suffered.

The only exceptions to this instant kill situation are if the target has a Defence of 10 or 10 or more Wounds on its starting profile – a wounding hit against such a target will cause the model to suffer a number of Wounds equal to half of its Wounds characteristic, rounded up, rather than die instantly.

Note that if a Cavalry model is struck, the mount, rider and any passengers are all hit and knocked Prone – you must roll To Wound for each of them.

Injury to Nearby Models
Any models near the target struck by the Siege Engine may well be in danger. Look in the firing Siege Engine's special rules for specific details.

Crew

Siege Engine crew may operate any Siege Engines that their race may field. For example, Mordor War Catapult crew could skilfully operate any Mordor War Catapult or a Mordor Siege Bow, but not an Uruk-hai Siege Assault Machine or Gondor Battlecry Trebuchet. If they attempt to operate such a machine, they count as untrained crew (see below). A crewman may not operate two Siege Engines at once.

When you deploy your Siege Engine, its crew must be placed in base contact with it.

Untrained Crew
A Siege Engine that is firing with the help of one or more untrained crew will only ever hit on the roll of a 6. Additionally, only Engineer Captains (see 92) may use Might to influence rolls To Hit, rolls To Wound or Scatter chart rolls made by the Siege Engine (pg 93).

Courage tests

The Siege Engine itself does not need to make Courage tests (and does not count when working out the total size of the force or the Break Point of the force in a Points Match game). The crew of a Siege Engine take Courage tests as normal and count towards the size of the force.

an example siege engine

Here you can see a Battlecry Trebuchet, a formidable Siege Engine from Minas Tirith. There are three crew to help operate it.

Attacking the Siege Engine

Siege Engines can be shot at normally. If brought to 0 Wounds, the model is disabled for the rest of the game – leave the Siege Engine in place, but it cannot be fired any more.

If an enemy model spends a full turn in base contact with a Siege Engine without doing anything else (ie, not shooting, using magical powers, or fighting in combat), the Siege Engine is automatically disabled as described above.

Siege Engines do not have a Control Zone. Siege Engines count as having a Strength of 6 for the purposes of *Sorcerous Blast* and similar effects.

Demolition Charges

Demolition charges are deadly, if unpredictable, siege weapons. Only models from an army that has access to demolition charges are allowed to carry demolition charges.

Moving the Charge

A demolition charge is a Heavy Object, as described on page 86. It may never be carried by mounted models.

Detonating the Charge 70

To use the demolition charge it must be dropped. A model with a flaming brand in base contact with the charge, that is not also engaged in combat, may attempt to set it off at the start of the Fight phase. The model attempting to set off the charge must pass a Courage test. If he fails, he cannot detonate the charge. If he succeeds, the Evil player rolls on the Detonation table to determine the effects.

When it explodes, a demolition charge automatically strikes everything within 2" of the model – gates, doors, and of course, any models (friend or foe) that are in range of it. Each target struck automatically takes D6 Wounds, regardless of its Defence value.

Desperate Detonations

Without a burning brand, causing a detonation is hard. Any model from the same army as the demolition charge may attempt a Desperate Detonation at the start of the Fight phase as long as it is in base contact and not engaged in combat. It must also pass a Courage test as normal. For each model attempting this, roll a D6. If one or more 6s are rolled, the charge is detonated – roll on the Detonation table as usual.

Attacking the Charge

The demolition charge can be shot at normally, and has a Defence of 7 and 3 Wounds. If the charge is wounded, roll a D6 per Wound inflicted. On the roll of a 6, the charge immediately detonates – roll on the Detonation table as normal.

A demolition charge that is wounded by another demolition charge will be detonated on the roll of a 4+ (per Wound suffered) rather than a 6.

If brought to 0 Wounds without exploding, the demolition charge is shattered and the powder scatters harmlessly on the ground – remove the charge from play.

An enemy model that spends a Fight phase in base contact with a demolition charge, and is not engaged in combat, may automatically disable it. Remove it from play. Note, Good models may not shoot at a demolition charge if another Good model is within 2" of the charge.

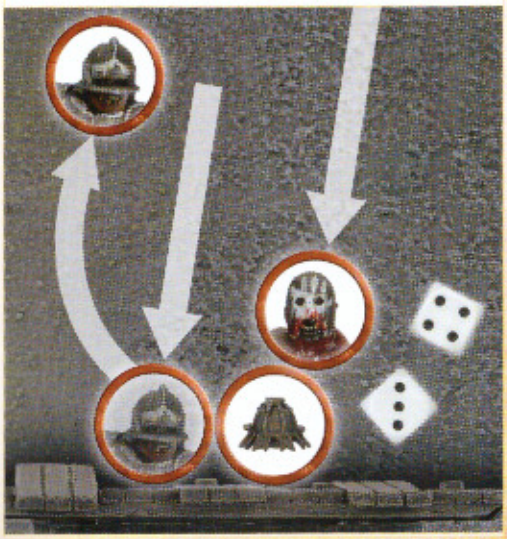
Detonation Table

D6	Result
1	**Dud.** The charge has been damaged in some way and will not detonate; remove it from play.
2-5	**Instant Reaction.** The charge catches instantly, exploding in a roar of smoke and flame.
6	**Titanic Explosion.** The powder in the charge detonates with colossal fury as described opposite, but inflicts 2D6 Wounds rather than D6.

To set off a Demolition Charge, you either need a burning brand or a lot of luck!

70 Detonating the Charge

Here, the Uruk-hai wishes to blast the gates open with a demolition charge. The Uruk-hai moves the charge to the gate and drops it. Once in place, an Uruk-hai Berserker carrying a burning brand moves into base contact. He takes a Courage test (which he easily passes) and then rolls on the Detonation table and applies the result.



BATTLES
IN MIDDLE-EARTH

points match games

In a Points Match game, you and your opponent gather armies made up of Heroes and Warriors to an agreed upon points limit, and then unleash them against each other in battle to see which player will win. Points Match games are a fun and interesting way to use the models you like most, and to test your army, and your tactical ability on the tabletop.

Perhaps the greatest strength of playing Points Match games is that they are ideally suited for 'pick-up-and-play' games at your gaming club, in your local hobby centre or even in a lunch break at school (or work, if you're really lucky). All you need for a Points Match game is an agreed points value, some terrain and an opponent. In this section of the rules manual you will find all the rules you need to gather your miniatures together and organise them into an army.

Points Values

In *The Hobbit: An Unexpected Journey*, every model has a points value presented in its army list entry. The points value is a measure of how formidable that model is. A weak and cowardly Goblin costs a mere 4 points, whilst a towering Troll such as Bert or William costs around 150 points. All of these values reflect the overall power and usefulness of a model on the battlefield; some characters might be quite expensive in points because they can slaughter dozens of their foes, whilst others are valuable because they make their comrades more effective.

By adding together all the points costs of the Warriors and Heroes you have selected, you can find out the points value of your army. Knowing the points value of your army is important, as it gives you a handy way of reckoning its effectiveness. If you've enough Goblins, it's possible to overwhelm even a Troll.

Size of Game

To play a Points Match game, you and your opponent will need to agree a points value for the game. The agreed points value is the maximum amount that each player can spend on models for their army.

For example, if you decide to play a 750 point game, then each player can select up to 750 points worth of models for their force.

In reality, most armies are actually a shade smaller than the agreed value. Sometimes it's just impossible to spend every last point – many 750 point armies end up actually being 748 or 749 points. Indeed, to get around this, most players are happy to let their opponent go a few points over the agreed total – a few points are unlikely to upset the battle's course.

What Points Limit?

Quite what size game you wish to play should depend on how much time you have available – there's nothing more frustrating than having to abandon a close-fought battle because you're running out of time.

A limit of 500 to 750 points per side will result in a game that can be comfortably concluded in a few hours. A smaller game of 200 points each is still very entertaining and normally lasts less than an hour. Larger games take proportionally longer, and you might expect a game of 1,500 points or more to take a whole day – perfect for a lazy Saturday. With the points limit agreed, players need to pick their forces.

Additional Support

Additionally, there is a selection of rules supplements available that detail the armies, Warriors and Heroes of *The Lord of the Rings*, enabling you to bring such forces as the Legions of Isengard, the Warriors of Minas Tirith and the Riders of Rohan to the battlefield. You can find all of these profiles and army lists, along with a selection of Scenarios to try out, in the following volumes:

The Kingdoms of Men
Minas Tirith, the Fiefdoms, Rohan, Arnor, Numenor.

The Free Peoples
Eregion and Rivendell, Lothlórien and Mirkwood, the Fellowship, the Shire, Wanderers in the Wild, the White Council, Durin's Folk.

Mordor
Mordor.

The Fallen Realms
Isengard, Harad and Umbar, Eastern Kingdoms.

Moria and Angmar
Moria, Angmar.

Good vs Good and Evil vs Evil

Can a Good army fight another Good army, or an Evil army fight another Evil army? Absolutely! Although many of the races in Middle-earth will unite to fight evil, that doesn't stop their quarrels and grudges from blossoming into war on occasion. Similarly, the thuggish hordes arrayed against them are nothing if not fractious, and are much given to fighting amongst themselves.

Example Heroes

Throughout Middle-earth there are many mighty and great Heroes, from fell Nazgûl to Elven princes or brutish Orc Taskmasters.

Ringwraith

Legolas Greenleaf

Aragorn

Orc Taskmaster

Isildur

Choosing an Army

Once you have agreed on the size of your game, you will want to select your army. In this manual the Heroes and Warriors are organised into a number of different armies; you will find a list of these armies on page 102.

Warbands

Every Points Match force is composed of one or more warbands. Each warband represents a mighty Hero and the Warriors that are his followers. All models in your force have to be part of one of its warbands.

It's worth noting that there is no limit to the number of warbands you can include in your force, other than the points value you have agreed.

The Captain

To choose a warband, you must first select a Hero to be its captain. The captain can be given any of the options presented in his army list entry. This can include relatively commonplace items, such as armour or a shield, but can also encompass slightly more esoteric items depending on the army in question, such as a rabbit-drawn sled, or a magical item. If an option is not included in the army list entry, the Hero cannot take it.

Sometimes Heroes are bought as a pair, such as Elladan and Elrohir. Where this happens, you must choose which is the captain – the other becomes one of his twelve followers, even though this is not normally permitted.

Named Heroes

As a final important note – you can only have one of any named individual in your army. You can't have an army made up entirely of Legolas Greenleaf! The same is true if there are several different versions of the same Hero.

Followers

Once your warband's captain is chosen, you can select up to twelve Warriors from the same army to be his followers. A captain does not have to take followers, however, you cannot take a warband that contains only Warriors and no Heroes. Similarly, you cannot usually take a warband that contains more than one Hero (the captain). Other Heroes must form warbands of their own, even if they don't have any followers.

Wargear and Bow Limit

As with captains, followers can select wargear from their army list entry.

For example: *A Dwarf Warrior equipped with a shield would cost 9 points. A Dwarf Warrior equipped with a pike would cost 10 points.*

However, some missile weapons are restricted – keeping an army supplied with the many hundreds of arrows that it needs is a hard task. Because of this, there is a limit to the number of bows you can include in your force.

You army can have one third (rounding up) of its Warriors equipped with any type of bows or crossbows – simply put, one Warrior in every three can carry a bow. Note that certain models, or indeed entire armies, might have their own special rules which can take precedence over this limit – where this is the case, it will be clearly marked out. Bows carried by Heroes do not count towards an army's Bow Limit.

For example: *the Bow Limit of a 35 Warrior force is 12 models with bows (35 divided by 3, rounded up).*

Siege Engines

Some armies found within the additional army guides (such as the Kingdoms of Men and Mordor) contain Siege Engines. Each warband can only contain a single Siege Engine. The siege engine itself, and any crew, each count as one of the warband's twelve models. Note that many siege engines can be upgraded to include Heroes. Where this is the case, the Hero must also be the Warband's captain.

Independent Heroes

This icon next to an army list entry denotes an Independent Hero. This type of Hero cannot take followers – each Independent Hero will always be a warband of one model. Some Heroes simply aren't cut out to be good captains – they might be disliked by their own troops, simply be loners or refuse to associate with others.

The Leader

Finally, once you have selected all the warbands for your force, you must choose one of the Heroes in your army to be the leader. Whichever Hero you choose is up to you; however, you should try to match the leader of your force to the character most likely to lead the army in the story of *The Hobbit: An Unexpected Journey* and *The Lord of the Rings*. Whilst there is no hard-and-fast rule to govern this choice, players have the chance to remain true to the character of the stories and Heroes they have chosen.

Independent Heroes cannot be leaders.

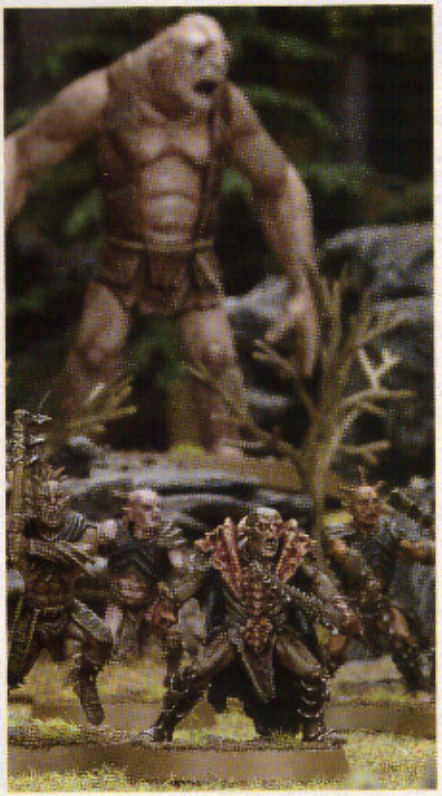
Adding Allies

Some of the more memorable moments in the history of Middle-earth come about when several groups unite in common cause. To represent this, you don't have to choose all of your warbands from the same army list; they can come from any army of the same alignment.

There are many advantages to alliance, from compensating for weaknesses in your army, to simply allowing you to collect and game with different models. Allies also make your force behave differently on the battlefield, opening up fresh tactical opportunities.

Who can ally?

When playing Points Match games, there are only two real sides; you're either fighting to defeat Sauron (Good) or helping him conquer Middle-earth (Evil). Good armies can ally with other Good armies, and Evil armies can ally with other Evil armies. One force cannot contain both Good and Evil models.



Fighting a Points Match game

With your army chosen, you're ready to begin your Points Match game. Here you will find a collection of six Scenarios, designed to give both players an even chance of winning the game.

You can either agree with your opponent which Points Match game you would like to play, or roll a D6 and consult the following chart:

D6	Result
1	To the Death!
2	Domination
3	Hold Ground!
4	Lords of Battle
5	Reconnoitre
6	The High Ground

Each battle contains all the information you need to get set up and start playing. This information is broken down into the following categories: The Armies, Layout, Starting Positions, Initial Priority, Objectives and Special Rules (if there are any for that Scenario).

Good Armies: The Army of Thror, Thorin's Company, Elrond's Household, Radagast's Alliance, Minas Tirith, the Fiefdoms, the Fellowship, Rohan, Arnor, Númenor, Eregion and Rivendell, Lothlórien and Mirkwood, Durin's Folk, the Shire, the White Council or the Wanderers in the Wild.

Evil Armies: Azog's Hunters, The Trolls, Goblin Town, Mordor, Isengard, Harad and Umbar, Moria and Angmar or Eastern Kingdoms.

If you choose to include warbands from more than one army, then your army is said to be made up of several allied contingents. Each allied contingent is made up of all the warbands chosen from a particular army.

Allies and Bow Limit

If your army is made up of several allied contingents, Bow Limit is not calculated across the entire force, but separately across each allied contingent – so, one in three models in each allied contingent can be given bows, rather than one in three models across the entire force.

For example: *Mat is collecting an Evil army that includes an allied contingent from Azog's Hunters and another from Goblin Town. Though his force is 75 models strong, his warbands in the Azog's Hunters contingent only have a total of 31 warriors. The bow limit on the allied contingent from the Azog's Hunters list is therefore 11.*

Allies and the Leader

If your army contains several allied contingents, your leader can be selected from any Hero in any contingent, following the restrictions on page 101.

The Armies

All of the Points Match Scenarios are designed to be fought between two armies of equal points value. However, there's nothing to stop you and your opponent having different points values for your forces. Sometimes a hopeless defence can be just as fulfilling as a battle you have a good chance of winning – it's certainly just as exciting!

Multiplayer Games

These Scenarios are intended to be fought between two opposing forces, but that doesn't mean you're limited to two players! If you've several players, simply divide into two teams and work out which Hero should be in charge of the alliance, giving you two armies to fight the battle.

Of course, this works best if a team is composed of entirely Good or entirely Evil models, but if this isn't possible, you'll simply have to come up with a good explanation for Good and Evil fighting together. Note that only Good models can use Stand Fasts! and Heroic Actions from Good Heroes, and only Evil models can use Stand Fasts! and Heroic Actions from Evil Heroes. Similarly, Good banners only effect Good models, and Evil banners only effect Evil models.

Layout

It's important to note that the Layout section of each Scenario will only set out any unusual or notable terrain features that must be placed on the battlefield – normally ones tied to the objectives. The rest of the layout is up to you and your opponent to agree upon, but you should aim to have 33-50% of the board covered with terrain of some kind.

The quickest (and fairest) way of setting up the battlefield is for one player to place all of the terrain, and the other to automatically win the roll off to choose deployment zones. Alternatively, you and your opponent can alternate placing terrain features (which can range from individual trees and walls, to entire forests, from tumble-down ruins to large buildings), until you're both happy that there's enough on the board. Whichever method you choose, you should do everything you can to create a battlefield that evokes the imagery of Middle-earth, and also presents a challenging strategic situation for both players!

Starting Positions

This is the section of the Scenario that tells you where to deploy your force. Some Scenarios tell you to deploy all of your models at the start of the game. Others direct you to bring your warbands on as reinforcements as the game goes on (pg 87).

Initial Priority

This is where the Scenario tells you which side has priority in the first turn.

Objectives

Points Match Scenarios calculate the winner and loser of a Scenario using Victory Points. Both sides score Victory Points based on certain achievements on the battlefield, such as killing enemies, capturing ground and so on. At the end of the game, the force with the most Victory Points, wins. If one force has double or more Victory Points than the other, it not only wins, but can claim a Crushing Victory! If both forces have the same number of Victory Points, the game is a draw.

First Amongst Equals

If you're playing a multiplayer game, it can be a good idea for each player to keep track of their own Victory Points separately. At the end of the game, both sides can total the Victory Points of all their players to determine which side has won, but the player with the most Victory Points on the winning side can, naturally, claim bragging rights for having earned the most glory!

Special Rules

Finally, this section will contain any special rules that apply during the Scenarios. These will often govern how reinforcements enter the board, but can also introduce other, more dramatic effects.

Sudden Death

In addition to the victory conditions listed in the battles, if one player's force is completely wiped out, his opponent automatically wins!

1 To The Death!

The time has come and the enemy must be slain, no matter the cost. Once more, the forces of Good and Evil face each other on the field of battle. No quarter shall be asked, and none shall be given. Only the Valar know who will win the day!

The Armies

Each player chooses his force, as described on pages 100-101, to an equal points value agreed before the game.

Layout

Set up terrain as described on page 103.

Starting Positions

Both players roll a D6; the player with the highest score chooses one of the deployment zones. He then selects a warband in his force and rolls a D6.

On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12" of the centre line of the board.

On a score of 4-6 the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6" from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

Initial Priority

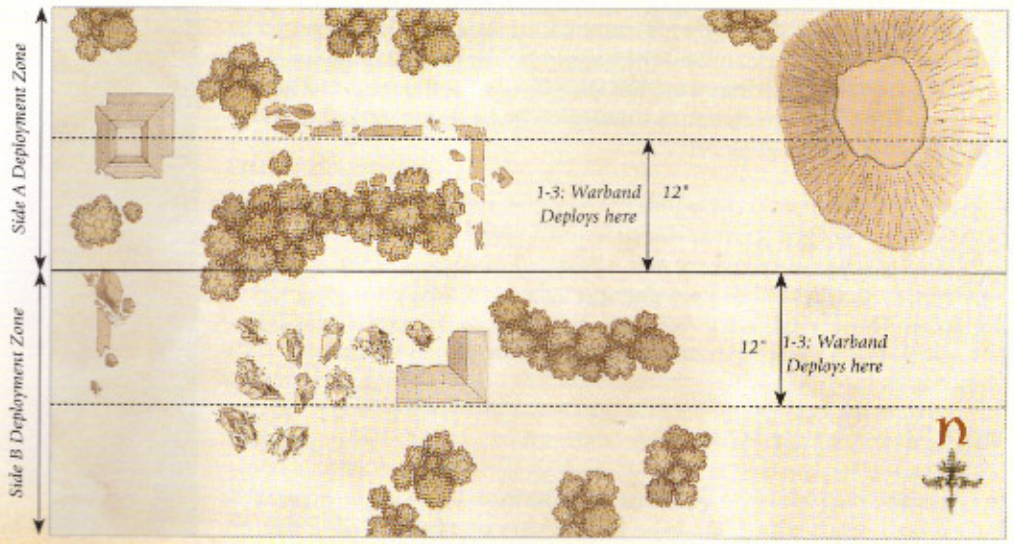
Both players roll a D6. The player with the highest result has Priority in the first turn.

Objectives

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

- You score 3 Victory Points if the enemy force is Broken at the end of the game. If your force is still unbroken, you instead score 5 Victory Points.
- You score 1 Victory Point for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score 3 Victory Points.
- You score 1 Victory Point if you have a banner remaining at the end of the game. If you have at least one banner remaining and your opponent has none, then you instead score 2 Victory Points.

Dwalin



2 Domination

The battlefield must be held! The army controlling this area will have a great advantage in the days to come. Dominance can only be achieved by driving the enemy back from key points; failure is not an option.

The Armies

Each player chooses his force, as described on pages 100-101, to an equal points value agreed before the game.

Layout

Set up terrain as described on page 103. Once the battlefield has been set up, five objective markers are placed on the battlefield.

One is automatically placed in the centre of the board. To place the other objectives, both players roll a D6. The player with the highest score places one objective anywhere on the battlefield at least 12" away from the existing objective and 6" away from the edge of the board. His opponent then places a third objective anywhere on the board at least 12" away from the existing objectives and 6" away from the edge of the board. The players then alternate placing the remaining two objectives, according to the restrictions noted earlier.

Starting Positions

Both players roll a D6; the player with the highest result chooses one of the deployment zones. He then selects a warband in his force and rolls a D6.

On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12" of the centre line of the board. On a score of 4-6, the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6" from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

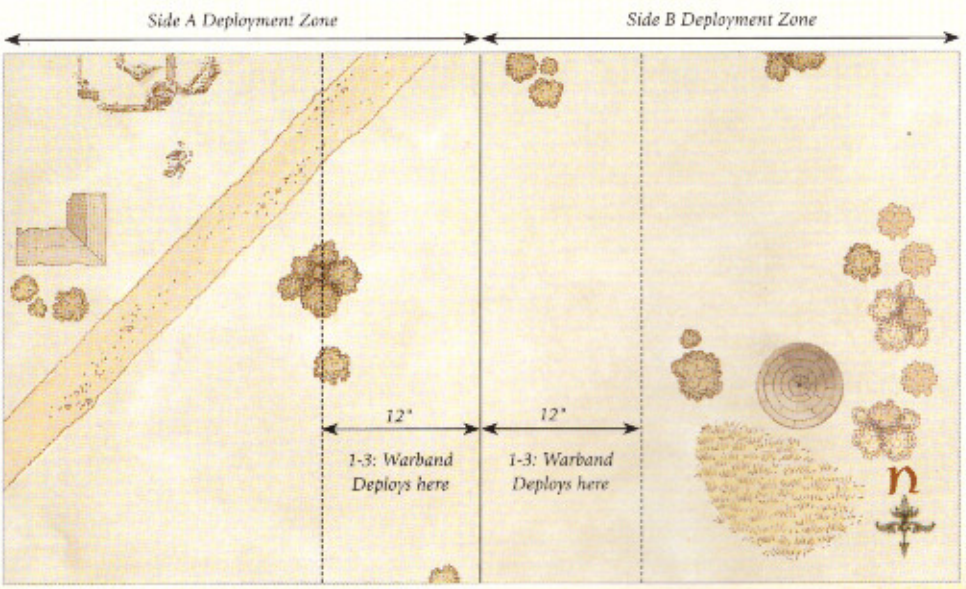
Initial Priority

Both players roll a D6. The player with the highest score has priority in the first turn.

Objectives

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points the game is a draw. Victory Points are scored for the following:

- You score 3 Victory Points for each objective marker that has at least one of your models, and no enemy models, within 3".
- You score 1 Victory Point for each objective marker that has both friendly and enemy models, but more friendly than enemy models, within 3".
- You score 1 Victory Point for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score 3 Victory Points.
- You score 1 Victory Point if the enemy force is Broken at the end of the game. If your force is still unbroken, you instead score 3 Victory Points.



Grimnah

3 Hold Ground!

At the height of battle, a strange opportunity presents itself – suddenly, an otherwise unremarkable area becomes vitally important to the cause of war. As the battle rages all around, one force pounces on the objective and attempts to secure it.

The Armies

Each player chooses his force, as described on pages 100-101, to an equal points value agreed before the game.

Layout

Set up terrain as described on page 103. Once the battlefield has been set up, an objective marker is placed in the centre of the battlefield. Players must also agree which direction is north – this is important for determining where and when reinforcements arrive.

Starting Positions

At the battle's start, the forces have yet to arrive – models are not deployed at the start of the game.

Initial Priority

Both players roll a D6. The player with the highest result has priority in the first turn.

Objectives

Once one force has been Broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

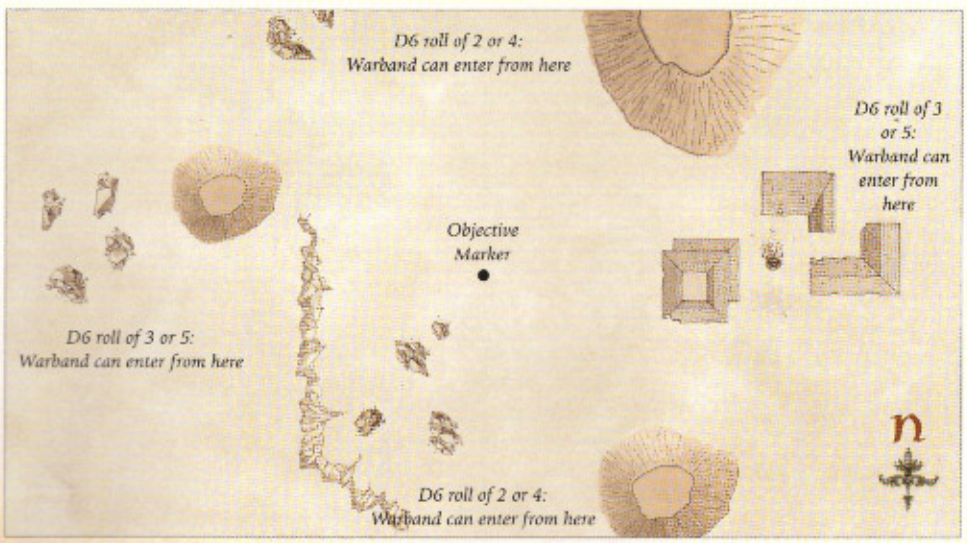
At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

- You score 1 Victory Point for each of your models within 6" of the objective marker.
- You score 1 Victory Point for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score 3 Victory Points.
- You score 1 Victory Point if the enemy force is Broken at the end of the game. If your force is still unbroken, you instead score 3 Victory Points.

Special Rules

Maelstrom of Battle: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll). Models can't Charge in the turn they arrive, but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next.

D6 Roll	Result
1	The warband does not arrive yet. They count as being on the battlefield for the purposes of determining when the game ends, or the force being Broken.
2	Your opponent chooses a point on the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
3	Your opponent chooses a point on the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
4	You choose a point on the north or south board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
5	You choose a point on the east or west board edges at least 6" from a corner – all models in the warband move onto the battlefield from this point.
6	You choose a point on any board edge, at least 6" from a corner – all models in the warband move onto the battlefield from this point.


D6 roll of 2 or 4:
Warband can enter from here
D6 roll of 3 or 5:
Warband can enter from here
Objective Marker
D6 roll of 3 or 5:
Warband can enter from here
D6 roll of 2 or 4:
Warband can enter from here
N

4 Lords of Battle

Both armies have been locked in a savage campaign for many long weeks and morale is low. Only the leadership of their respective captains has kept the armies in the field; now is the time for the Heroes to show their quality.

The Armies

Each player chooses his force, as described on pages 100-101, to an equal points value agreed before the game.

Layout

Set up terrain as described on page 103.

Starting Positions

Both players roll a D6; the player with the highest result chooses one of the deployment zones. He then selects a warband in his force and rolls a D6.

On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12" of the centre line of the board. On a score of 4-6, the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6" from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

Initial Priority

Both players roll a D6. The player with the highest result has priority in the first turn.

Objectives

Once one force has been Broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

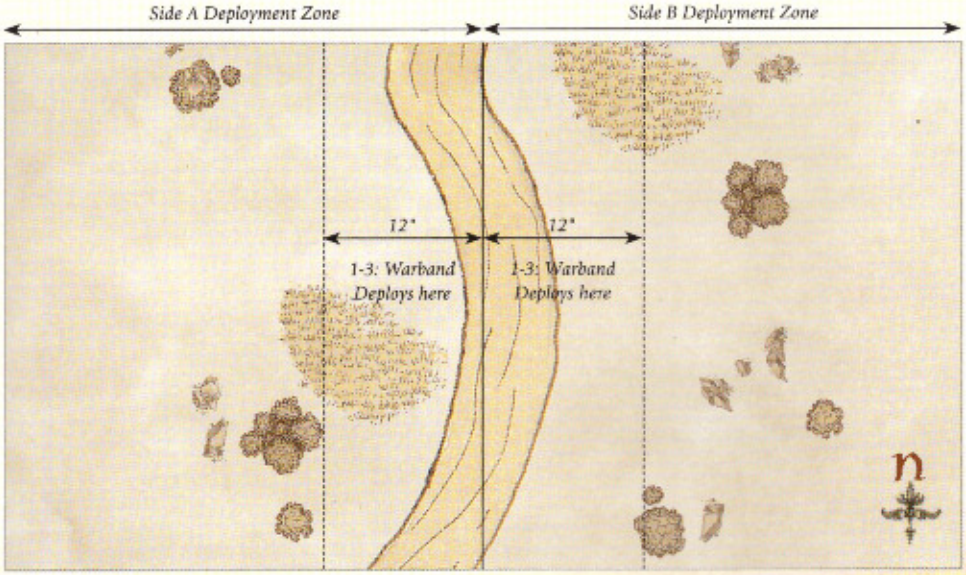
At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

- Every time an enemy model suffers a Wound, or expends a Fate point, you score 1 Victory Point (a model that fails a Fate roll will therefore award 2 Victory Points, 1 for the Wound and 1 for the Fate point). If an enemy model is removed from play with unspent Fate points, you score 1 Victory Point for each such Fate point.

- You score 1 Victory Point if the enemy force is Broken at the end of the game. If your force is still unbroken, you instead score 3 Victory Points.

Special Rules

Contest of Champions. Each time your force kills an enemy Hero in a Fight, one of your Heroes in the same Fight (your choice) regains a single Might point lost earlier in the battle.



Radagast the Brown

5 Reconnoitre

Both armies have sent scouting parties ahead of their lines to investigate the enemy forces. Each group is attempting to breach the enemy's cordon whilst preventing their opposing numbers from slipping past.

The Armies

Each player chooses his force, as described on pages 100-101, to an equal points value agreed before the game.

Layout

Set up terrain as described on page 103.

Starting Positions

At the battle's start, the forces have yet to arrive – models are not deployed at the start of the game. Both players roll a D6. The player with the highest result chooses one of the long table edges to be his board edge – his opponent has the opposite board edge.

Initial Priority

Both players roll a D6. The player with the highest result has priority in the first turn.

Objectives

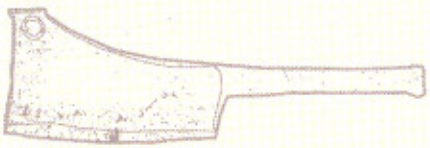
The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

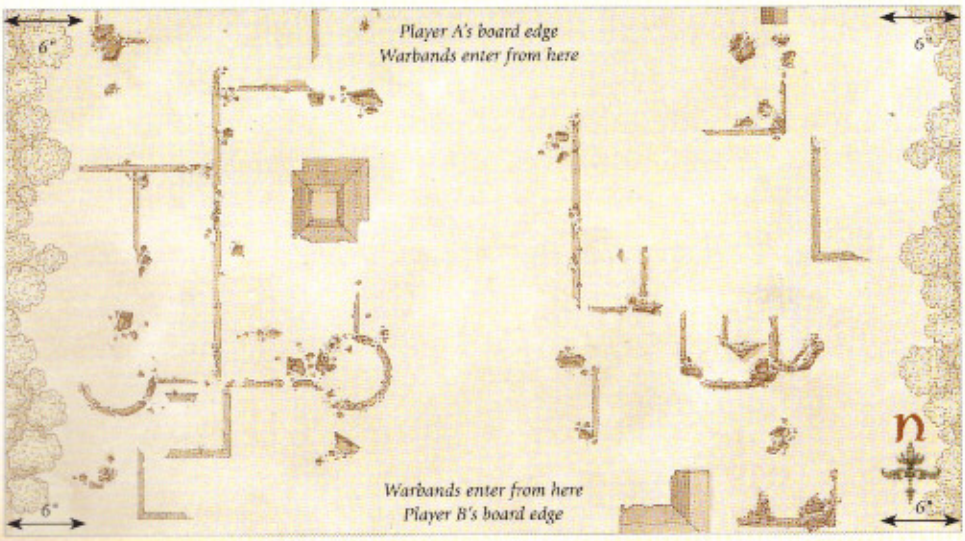
- You score 1 Victory Point for each of your models that has exited the battlefield via the table edge opposite your deployment zone.
- You score 1 Victory Point for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score 3 Victory Points.
- You score 1 Victory Point if the enemy force is Broken at the end of the game. If your force is still unbroken, you instead score 3 Victory Points.

Special Rules

Reinforcements: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll). Models can't Charge in the turn they arrive, but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next.

D6 Roll	Result
1-3	The warband does not arrive yet, but receives +1 to this dice roll next turn. The models count as being on the battlefield for the purposes of the force being Broken.
4-6	The controlling player chooses a point on his board edge at least 6" from a corner – all models in the warband move onto the battlefield from this point.





Bifur

6 The High Ground

This region is dominated by a single hill. Both armies have come to claim it as their own – the winner will hold the advantage in this land for the many engagements to come.

The Armies

Each player chooses his force, as described on pages 100-101, to an equal points value agreed before the game.

Layout

A single hill (the larger the better) is placed in the centre of the board. When this has been done, set up terrain as described on page 103.

Starting Positions

Both players roll a D6; the player with the highest result chooses one of the deployment zones. He then selects a warband in his force and rolls a D6. On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12" of the centre line of the board.

On a score of 4-6, the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6" from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

Initial Priority

Both players roll a D6. The player with the highest result has priority in the first turn.

Objectives

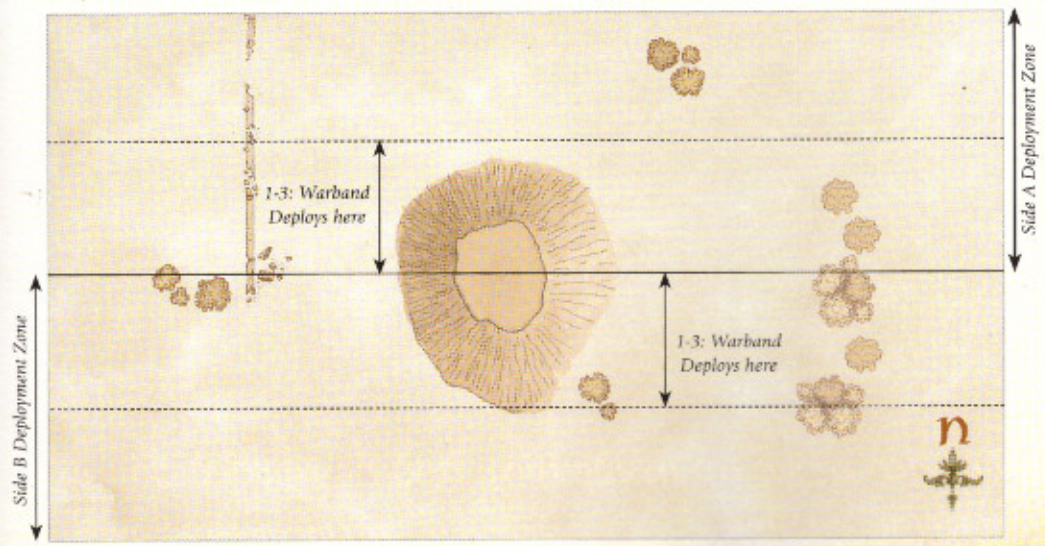
Once one force has been Broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a dice. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Point, the game is a draw. Victory Points are scored for the following:

- You score 1 Victory Point for each of your models on or touching the central hill.
- You score 1 Victory Point for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score 3 Victory Points.
- You score 1 Victory Point if the enemy force is Broken at the end of the game. If your force is still unbroken, you instead score 3 Victory Points.

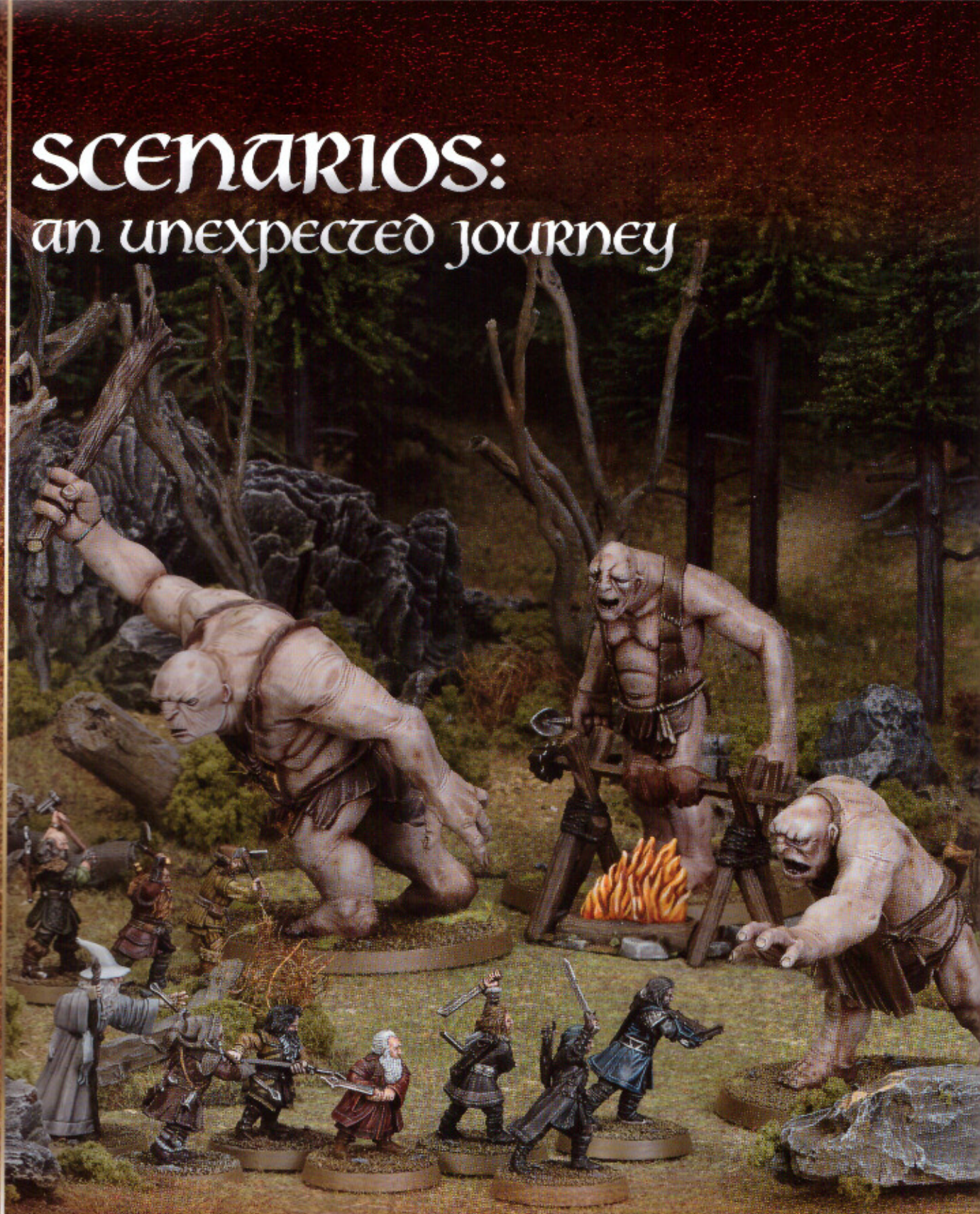
Special Rules

Gusting Winds: If ever the roll for priority is drawn, the swirling winds pick up, making archery an inaccurate practice – until the end of the turn, shooting attacks cannot be made.



Gandalf the Grey

SCENARIOS:
AN UNEXPECTED JOURNEY



'Then something Tookish woke up inside him, and he wished to go and see the great mountains....' - *An Unexpected Party*

Scenarios enable you to recreate the action and excitement of the events in *The Hobbit: An Unexpected Journey* using your Citadel miniatures. They give you the chance to 'be' the Heroes of Thorin's Company, and see if you can succeed where others have gone before.

The Scenarios contained on the following pages each set the scene for a specific game of *The Hobbit: An Unexpected Journey*, providing the context for your battle and outlining the rules you need to recreate it. Each Scenario evokes the thrill and tension of the events in *The Hobbit: An Unexpected Journey* by asking the question – if you had been there, how would you have fared? What would you have done differently?

To play a Scenario, all you need to do is gather the correct Citadel miniatures, set up a gaming area to resemble the battlefield and find a friend or two to help you recreate the action. The great thing about Scenarios is that they are strong starting points, but they shouldn't be limiting factors. If you fancy seeing whether a different Hero could have helped turn the tide in a particular battle (or you've just painted a new miniature and want to use it), why not add them in to the mix and see how they fare? Feel free to adjust participants and special rules to your heart's content – anything that helps you get the best from your games.

Linking Games

For players who wish to recreate the journey of Thorin's Company, and the adventures of the movie in detail, it is perfectly possible to play the Scenarios in order – essentially retelling the story through your games. There are details on how to go about this on page 130, and each Scenario contains a small note on what the bonuses or penalties are for models who are injured during the game.

Thorin's Company

The following models make up Thorin's Company:

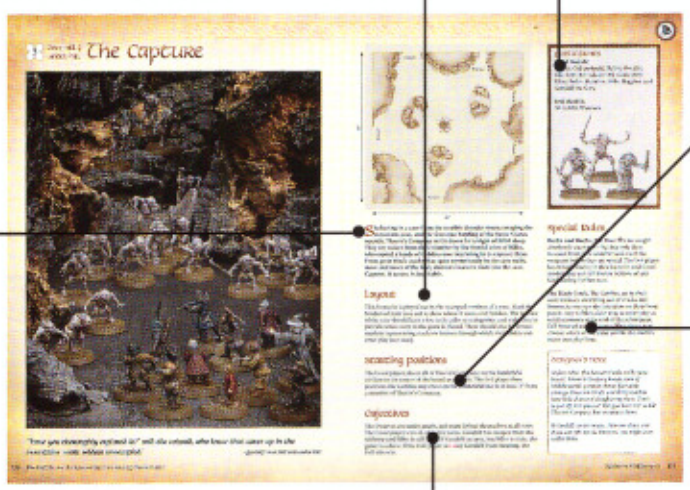
Thorin Oakenshield, Balin, Dwalin, Fili, Kili, Oin, Gloin, Nori, Dori, Ori, Bifur, Bofur, Bombur, Bilbo Baggins and Gandalf the Grey.

Scenario Format

Each Scenario has a number of sections that help to explain how to set up and play your game.

Layout
How to set up your battlefield, including special notes on scenery elements that you might need.

Participants
Here we list who takes part in the Scenario.



Starting Positions
Where do you place your models before the game begins?

Special Rules
Special rules describe unusual occurrences that might take place during the game – are there reinforcements, is it nearly daybreak and so on.

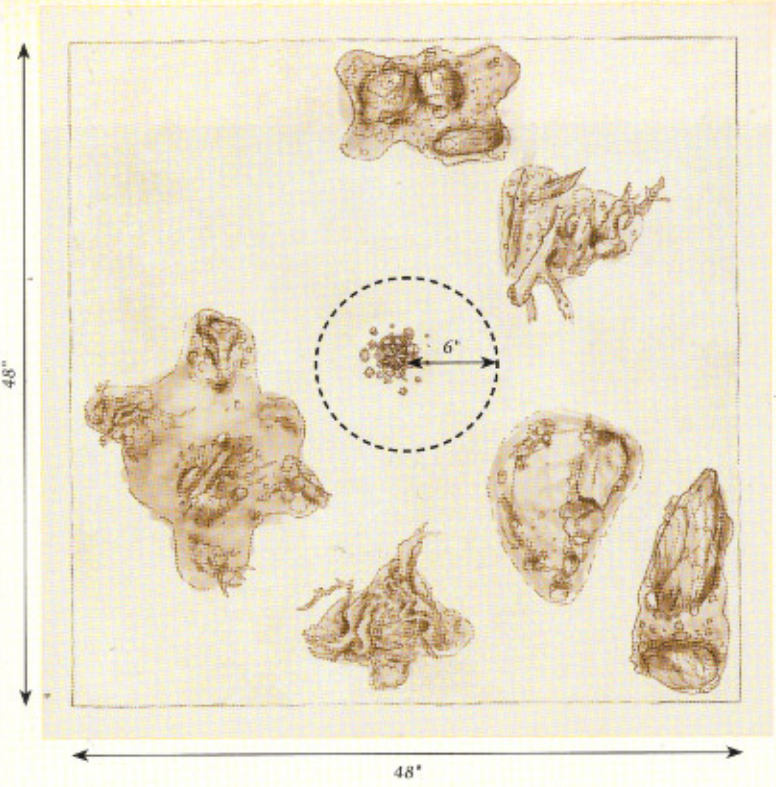
Description
This explains the battle you are about to play out – where in Middle-earth is the battle set and why are your warriors fighting?

Objectives
How do you win the game?

1 Roast Mutton

'No sooner did Tom see Balin come into the light than he gave an awful howl. Trolls simply detest the very sight of dwarves (uncooked).'

- Roast Mutton



Having left the Shire and Bree far behind, Thorin's Company now find themselves journeying through the Trollshaws – a land whose reputation is no less sinister than the denizens that dwell within it. When Bilbo Baggins, Fili and Kili discover the light of a fire in the distance, they send the ill-prepared burglar to investigate – and what was at first a simple matter of spying on a campsite, becomes a furious battle for survival against three enormous Trolls.

Layout

This Scenario is played out in a clearing in the Trollshaws. The middle area of the board contains a campsite, complete with a fire and a corral with captured ponies. The outer area of the board is a mixture of heavily wooded terrain and boulders that jut out of the ground.

Starting Positions

Bill, Bert and Tom all start the game in the circle (see map). The Evil player positions the three Trolls so that they are touching the fire. The Good player then positions Bilbo Baggins within 3" of William (Bill), and Kili touching any board edge. The other Dwarves do not start the game on the battlefield, but will enter play as the battle continues.

Objectives

Put simply, the Trolls want a good meal. The Trolls win if all of the Dwarves are stuffed into sacks or dead at the end of any turn (see the Trolls' special rules on page 189 for details). The Dwarves win if they can slay all of the Trolls before sunrise. The game is a draw if any of the Dwarves are not dead or stuffed into sacks, or if the Trolls are not dead, when the game ends at sunrise (see the Daybreak rule to the right).

Participants

Good Models:
Thorin Oakenshield; Balin; Dwalin; Fili; Kili; Oin; Gloin; Ori; Nori; Dori; Bifur; Bofur; Bombur and Bilbo Baggins.

Note: Thorin does not yet have Orcrist; Bilbo Baggins has neither the Ring nor Sting and none of Thorin's Company are mounted on ponies.

Evil Models:
William (Bill); Tom; Bert.

Special Rules

A Burrahobbit? Bilbo Baggins is not immediately seen as menacing to the Trolls; in fact, they almost feel sorry for him. The Trolls will not make Strikes against him until the start of the third turn, or until he Charges one of them (after which point they are completely sure he's allied to the Dwarves).

Daybreak. From turn six onwards daybreak will pierce the skies – but even then Gandalf will need to shatter the boulders to allow the light to flood in. At the start of turn seven, and each turn afterwards, roll a D6. On a 3 or more it is sunrise and the Trolls are turned to stone.

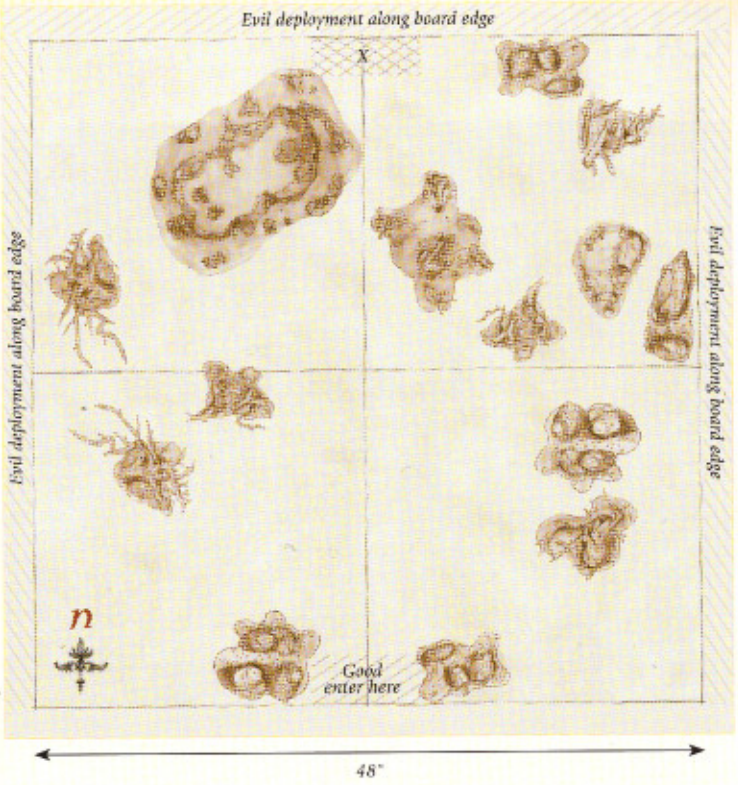
Charge! Thorin and the rest of his company will come charging to the rescue as soon as they can. After the Good player finishes moving his models in the first turn, roll a D6 for each Dwarf apart from Kili. On a 3+ they immediately enter play – move them on to the board from the marked area. Those who don't enter this turn will enter at the end of your Move phase in turn two.

Designer's Note

Those familiar with both the book and the movie will of course be aware that two quite different courses of events are laid out. In the book, Bilbo is at first captured by the Trolls and watches on, helpless, as Thorin's Company is ambushed piecemeal. In the movie, the battle is somewhat more frenetic in pace, and we have presented that version here. If you wish to recreate the book, have the Dwarves enter in the order that they do in the Roast Mutton Chapter.

2 The Chase

'We must not miss the road or we shall be done for.' - Gandalf, A Short Rest



No sooner has Thorin's Company overcome the Trolls, than they are joined by a mysterious stranger – Radagast the Brown. Along with this dishevelled Wizard, they begin to search for the Trolls' treasure cave. As they find it, however, terrifying howls on the wind tell of pursuers – they must flee, lest Azog's Hunters seize them. While Radagast concocts a cunning ruse, the Dwarves prepare to escape.

Layout

This Scenario takes place in the area around the Troll cave. At the south edge of the board there is a cave mouth – this is the point from which the Good models will move into play. To the east lie the remnants of the Troll camp, whilst the rest of the board is scattered with rough ground, shrubs, trees and rocky outcrops.

Starting Positions

The Good models do not start on the board, but instead move onto the board in the first Move phase as reinforcements (pg 87). The Evil player places his models touching any of the three marked board edges.

Objectives

Thorin's Company must escape from the battlefield and continue on their way towards Rivendell. The Good player wins if at least eleven members of Thorin's Company successfully escape from the board by moving off at the marked point (X) within twelve turns. If less than ten members manage to escape, but Bilbo Baggins and Gandalf are amongst them, then the game is a draw. Radagast is the tiebreaker – in the event of a draw, if he has managed to escape from either the north or south board edges, the Good side has managed to win. If he has been slain or runs out of time, the Evil side have the victory.

Participants

Good Models:
Thorin Oakenshield; Balin; Dwalin; Fili; Kili; Oin; Gloin; Ori; Nori; Dori; Bifur; Bofur; Bombur; Bilbo Baggins; Gandalf the Grey and Radagast the Brown.

Evil Models:
Azog; Fimbul; Narzug and 12 Hunter Orcs on Fell Wargs.

Special Rules

Flee! At the shouted command from Gandalf, the Dwarves and Radagast enact their escape plan. In the first turn, the Good models move onto the board from the cave entrance.

Decoy. Radagast has successfully fooled the Hunter Orcs into chasing his sled. Until Radagast's sled has suffered a Wound, Evil models must pass a Courage test to Charge or shoot at any other model in the Good force. An Evil model that fails such a Courage test can take no further action that phase.

The Hunters Gather. Azog's Hunters have been scouring the wilderness for Thorin and his comrades. Each turn more may well arrive. Every time an Evil Warrior (not Hero) is slain, keep it to one side. At the end of the following Evil Move phase, roll a D6 for each of the models put aside in this manner – on a 3+ the model may re-enter play. To see where it enters roll a D6 and consult the table below:

D6 roll	Result
1	The east edge
2	The north edge
3	The west edge
4-6	The controlling player may choose from between the east, north and west edges.

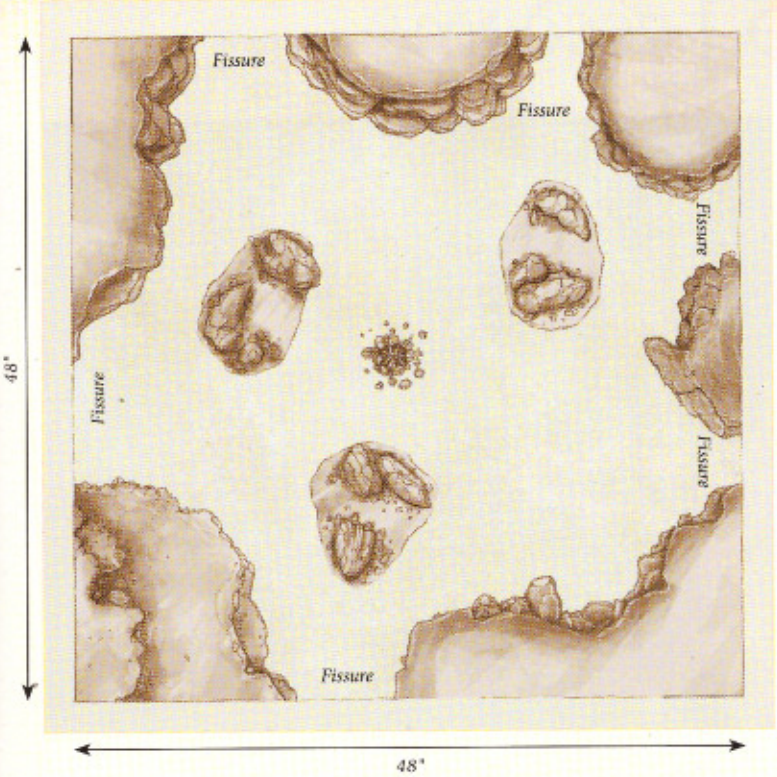
Designer's Note

This thrilling action scene takes Thorin's Company from the dubious safety of the Troll cave to the borders of Rivendell. It never takes place in the book, but it provides an action-packed bridge between the events in the Trollshaws and the Dwarves' arrival at Rivendell. The Scenario is a helter-skelter race, and to survive it, the Dwarves will need to move fast – whilst Radagast distracts the onrushing Orcs, who are led by the fearsome Azog.

The Capture

"'Have you thoroughly explored it?" said the wizard, who knew that caves up in the mountains were seldom unoccupied.'

- Gandalf, Over hill and under hill



Participants

Good Models:
Thorin Oakenshield; Balin; Dwalin; Fili; Kili; Oin; Gloin; Ori; Nori; Dori; Bifur; Bofur; Bombur; Bilbo Baggins; and Gandalf the Grey.

Evil Models:
30 Goblin Warriors.

Sheltering in a cave from the terrible thunder storm ravaging the mountain pass, and the fearsome battling of the Stone Giants outside, Thorin's Company settle down for a night of fitful sleep. They are woken from their slumber by the fearful cries of Bilbo Baggins, who espied a horde of Goblins now swarming in to capture them. From great black cracks that open mysteriously in the cave walls, more and more of the foul, stunted creatures rush into the cave. Capture, it seems, is inevitable.

Layout

This Scenario is played out in the cramped confines of a cave. Mark the borders of your cave out to show where it starts and finishes. The interior of the cave should have a few rocky piles or stalagmites and stalactites to provide some cover as the game is played. There should also be several markers representing cracks or fissures through which the Goblins can enter play (see map).

Starting Positions

The Good player places all of Thorin's Company on the battlefield as close to the centre of the board as possible. The Evil player then positions the Goblins anywhere on the battlefield that is at least 3" from a member of Thorin's Company.

Objectives

The Dwarves are under attack, and must defend themselves at all costs. The Good player wins if, after five turns, Gandalf has escaped from the tabletop and Bilbo Baggins is still alive. If Gandalf escapes, but the Hobbit is slain, the game is a draw. If the Evil player can stop Gandalf from escaping, the Evil side win.

Special Rules

Rocks and Blocks. The Dwarves are caught absolutely unawares – having only time to stand from their slumber and reach for weapons before they are seized. The Evil player has initial Priority in this Scenario and Good models may not call Heroic Actions of any kind during the first turn.

The Black Crack. The Goblins are in their own territory, swarming out of cracks and fissures to overrun the intruders on their front porch. Any Goblins slain may re-enter play as reinforcements at the end of the subsequent Evil Move phase. The controlling player may choose which of the entry points the models move into play from.

Designer's Note

At face value, this Scenario looks really quite biased. Thorin's Company boasts some of Middle-earth's greatest Heroes (certainly amongst Dwarven-kind), and thirty Goblins have little chance of slaughtering them. Don't be put off, Evil players! The goal here isn't to kill Thorin's Company, but to capture them!

If Gandalf cannot escape, then you draw, and if you can split up the Dwarves, you might even nobble Bilbo Baggins.

Flight to Freedom

"'Follow me quick!' said a voice fierce and quiet; and before Bilbo knew it he was trotting along again, as fast as he could...'

- Over Hill and Under Hill

Captured and at the mercy of the Goblin King, it looks as though the quest of Thorin and his band has come to a shocking end. They have been stripped of their weapons, their possessions stolen and scattered, and the Goblin King sentences them to a terrible fate. As the swarms of insidious Goblins prepare to drag them away, however, help is at hand. With a burst of light, Gandalf the Grey arrives!

Layout

This encounter takes place deep in Goblin Town, on a raised platform set before the Goblin King's throne, which is placed roughly at the centre of the battlefield. It is important there are several ways to escape from the board, so ensure there are walkways and platforms to enable the models to reach the edges. Place the Dwarves' weapons on the Goblin King's platform (see map).

Starting Positions

The Good player positions Thorin's Company (excluding Gandalf) within 3" of the centre of the board. The Evil player then spreads his models out across the board anywhere that he wishes, except that none may be closer than 3" to any member of Thorin's Company. The Goblin King starts touching his throne (see map).

Objectives

Thorin's Company must flee the battlefield. At the start of the game, the Evil player nominates a board edge – this is the edge from which the Dwarves and Gandalf must escape. The game lasts ten turns. If more than eight Good models have escaped from the nominated board edge, the Good player wins. If eight models have escaped, the game is a draw. If less than eight Good models successfully escape from the board, the Evil player wins.

Participants

Good Models:
Thorin Oakenshield; Balin; Dwalin; Fili; Kili; Oin; Gloin; Ori; Nori; Dori; Bifur; Bofur; Bombur and Gandalf the Grey.

Evil Models:
The Goblin King; Grinnah; The Goblin Scribe and 36 Goblin Warriors.

Special Rules

Unarmed. The Dwarves have been stripped of their weapons, and must take up arms again unless they are to be overwhelmed. Each of the Dwarves (and Bilbo Baggins too, if he is being used in this Scenario) is unarmed until he can move into base contact with the weapon pile – at which point he regains his wargear. Note which models are unarmed with a marker or token.

A Wizard is Never Late... Gandalf has come to aid the Dwarves when he was least expected (but most hoped for). In the Good Move phase of turn 2, Roll a D6 to see where he enters play. On a 1-3, the Evil player may place him; on a 4-6, the Good player places him instead. Gandalf may spend Might points to affect this roll. He must be placed on a walkway, touching any board edge.

Kill Them All! At their king's command, the Goblins pour out of every crack and fissure and rush into battle! Each turn, the Evil player may bring in D6 previously slain Goblin Warriors as reinforcements (pg 87). These reinforcements are in addition to any the Goblin Scribe may provide and may enter play from any point on any board edge, chosen by the Evil player.

The Dark Pit. Goblin Town is an astonishing place, built with rickety constructions across a series of vast, deep pits. Any model that is pushed off of a platform or rocky outcrop, or who fails to jump from one platform to another, is automatically removed from play as a casualty.

Outraged Royalty. The Goblin King is horrified and affronted by the temerity of the Dwarves. In the first turn of the game, the Goblin King may not move.

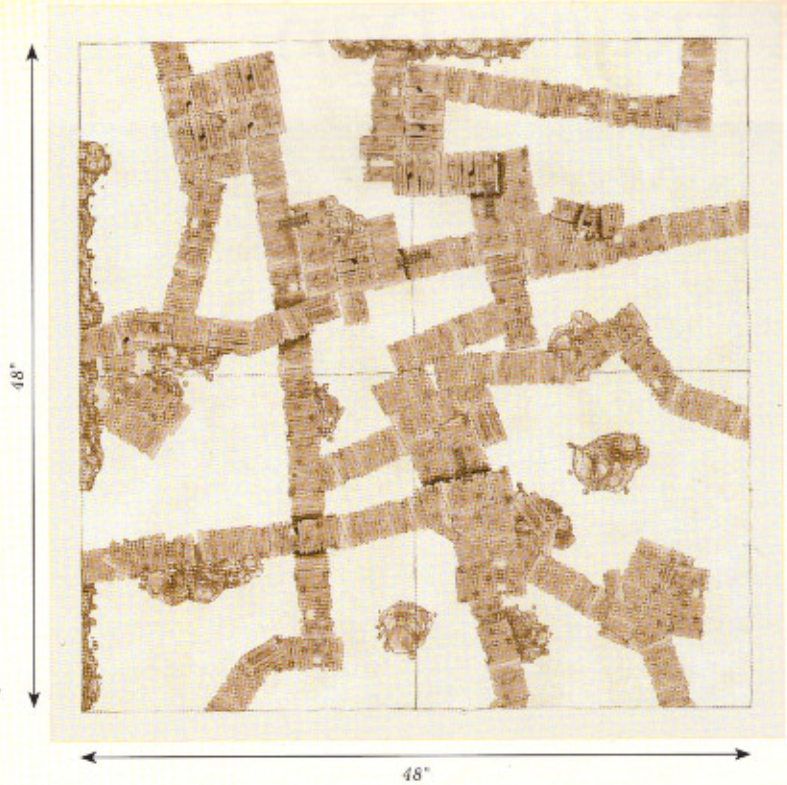
Designer's Note

In the movie Bilbo Baggins isn't in this scene – however, if you wish to include him, feel free to add him to the Good side – his little legs won't really give the Dwarves much of an advantage.

Breakout

'no ponies, and no food, and no knowing quite where we are, and hordes of angry goblins just behind!'

- Gandalf, Over Hill and Under Hill



Having escaped the Goblin King's platform, the Dwarves now flee the Goblin hordes. Thorin's Company must find a way out of Goblin Town and back to safety – all the while the Goblin King rampages along, hot on their heels. They cannot stop and fight, for ever more Goblins seethe out of every possible fissure and crevice. Unless the Dwarves escape quickly, they may become trapped forever.

Layout

This Scenario is fought across the ramshackle platforms and walkways of Goblin Town. The battlefield needs to be covered in such walkways, rocky outcrops and platforms as are required to enable Thorin's Company to navigate the tabletop from one end to the other, preferably with a couple of choices of which route to take (in case of collapses).

Starting positions

The Good player positions Thorin and his company within 3" of any board edge. The Evil player then spreads his models out across the board, no closer than 12" to any member of Thorin's Company, except for the Goblin King, who does not begin the game in play.

Objectives

Thorin and his company must flee the battlefield via the opposite board edge. If eight or more models including Gandalf and Thorin have successfully escaped from the board edge directly opposite their deployment area, the Good player wins. If eight models have escaped, but Gandalf and Thorin are not among them, the game is a draw. Finally, if less than eight Good models successfully escape from the board, then the Evil player is victorious.

participants

Good Models:
Thorin Oakenshield; Balin; Dwalin; Fili; Kili; Oin; Gloin; Ori; Nori; Dori; Bifur; Bofur; Bombur and Gandalf the Grey.

Evil Models:
The Goblin King; Grinnah and 36 Goblin Warriors.

Special Rules

Kill Them All! Goblin hordes pour out of every available crack and fissure. Each turn the Evil player may bring in D6 previously slain Goblin Warriors as reinforcements (pg 87). These may enter play from any point on any board edge, chosen by the Evil player.

The Dark Pit. Goblin Town is built with rickety constructions across a series of vast, deep pits. Any model that is pushed off of a platform or rocky outcrop, or who fails to jump from one platform to another, is automatically removed from play as a casualty.

Rickety Construction. As the battle intensifies, the wooden platforms creak and groan beneath the weight of the fighters. If any platform or walkway has ten or more models on it at the end of the Move phase (the Goblin King counts as 5 models on his own), roll a D6:

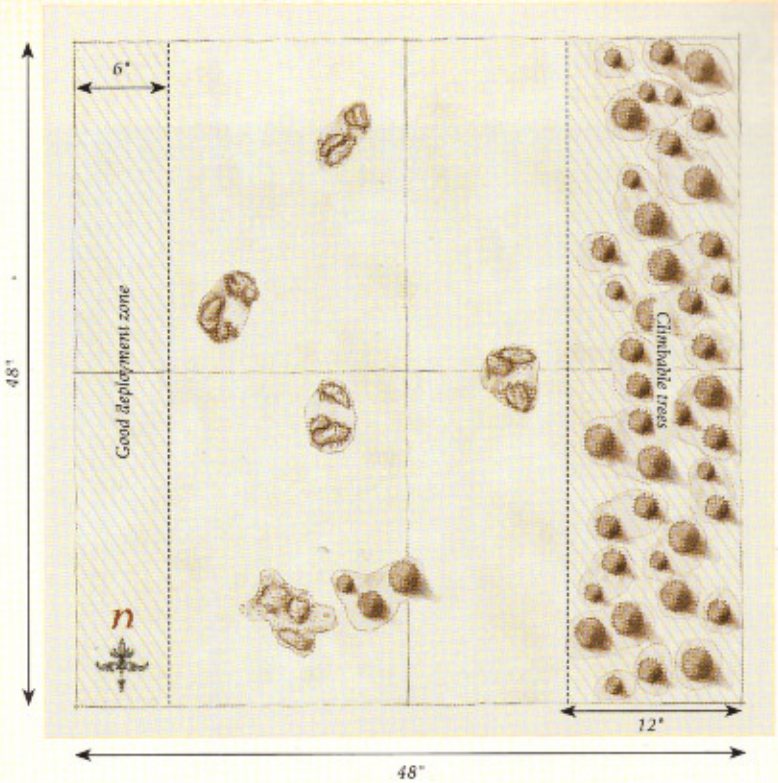
D6 Roll	Result
1	*Total Collapse.* With the sound of thunder the walkway collapses. Remove it and all of the models on it from play.
2-3	*Creaking and Buckling.* Roll a D6 for each model on the platform. On a 1, remove the model from play (Might can affect this roll).
4-6	*Creaks, but holds.* Nothing untoward happens this turn.

designer's note

In the events of both the book and movie, the Hobbit is separated from the Dwarves as they battle their way to freedom (this is roughly the point at which the poor Hobbit faces riddles in the dark). It's probably best to imagine that the point at which he fell and found his way into Gollum's underground cave takes place just between the events of this Scenario and the one previous to it.

6 Out of The Frying-pan

'Even magic rings are not much use against wolves – especially against the evil packs that lived under the shadow of the goblin-infested mountain...' - Out of The Frying-pan and into The Fire



Reunited with Bilbo Baggins and free at last from Goblin Town, Thorin's Company quickly find that, once again, they are pursued. As their foes draw closer, the Dwarves race for the protection of the trees. As Thorin's Company make their bid for safety, it becomes clear that they have seen this particular band of Orcs before...

Layout

The battlefield in this Scenario represents the sparsely covered slopes of the Misty Mountains with a stand of tall trees on one edge. The battlefield should boast bushes, rocky outcrops and other minimal terrain, whilst the eastern side of the board should be dotted with difficult ground and trees up to about 12" onto the battlefield – the more of these trees the better, since these are where Thorin's Company are heading.

Starting Positions

The members of Thorin's Company are placed within 6" of the west board edge. The Evil player then places Fimbul, Narzug, D6 Fell Wargs and D6 Hunter Orcs anywhere on the board that is more than 12" from any Good model. The remainder of the Evil force do not start play on the battlefield but will become available as the game progresses.

Objectives

As howls pierce the sky, the Dwarves know they must hurry onwards before they are completely cut off and surrounded. The Good player is trying to reach the (dubious) safety of the trees, whilst the Evil player is simply trying to slow them down. The Good player wins if every member of Thorin's Company has successfully climbed into a tree by the end of ten turns. The Evil player wins if, by the end of ten turns the entirety of Thorin's Company have not successfully climbed into a tree.

Participants

Good Models:
Thorin Oakenshield; Balin; Dwalin; Fili; Kili; Oin; Gloin; Ori; Nori; Dori; Bifur; Bofur; Bombur; Bilbo Baggins and Gandalf the Grey.

Evil Models:
Fimbul; Narzug; 12 Fell Wargs and 12 Hunter Orcs on Fell Wargs.

Special Rules

Climb to Safety. The Dwarves see the trees as offering a certain security from the prowling Wargs. Once a Good model has reached base contact with a tree he may attempt to climb it by making a Climb test. If he is successful, remove the model from play – he has reached safety.

Wild Hunters. The Wargs are pouring into the area, ahead of their leader. Each turn, at the end of the Evil Move phase, D6 additional Fell Wargs and D6 additional Hunter Orcs may move onto the board as reinforcements (although the total number in play may never exceed 12 of each). To see where each enters play, roll a D6 consult the following table:

D6 Roll	Result
1	The Good player may place the model in base contact with any board edge.
2	The Evil player may place the model touching the North edge.
3	The Evil player may place the model touching the East edge.
4	The Evil player may place the model touching the South edge.
5	The Evil player may place the model touching the West edge.
6	The Evil player may place the model touching any board edge.

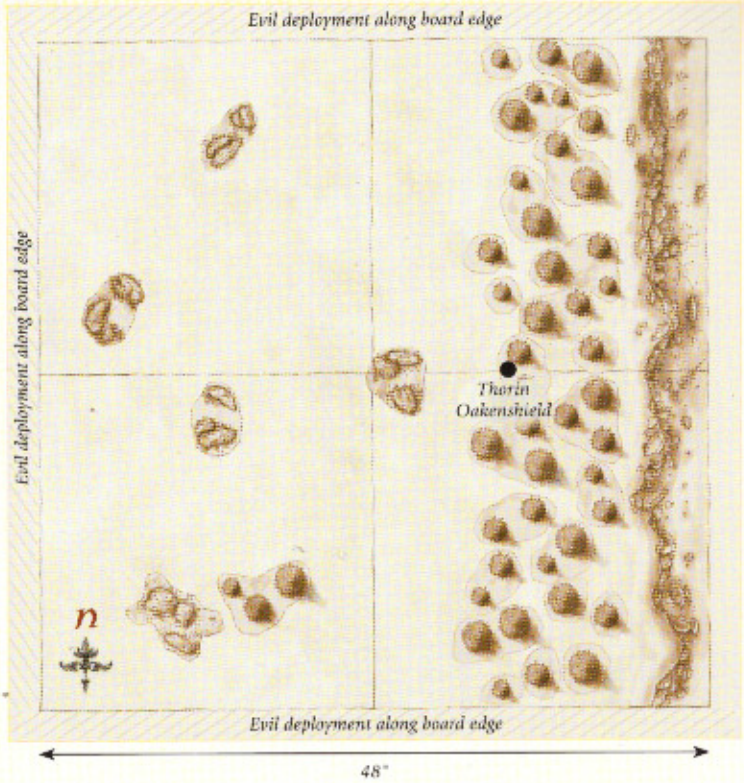
Designer's Note

At last Thorin's Company are reunited, above ground, and on their way to the Lonely Mountain. If you are playing the Scenarios as a linked campaign, you will doubtless find that Thorin and his band are quite the worse for wear at this point in the story. In fact, you might like to give them a break by reducing the numbers of their pursuers. Or not...

7 Into The Fire

'Soon they had a ring of smoke and flame all round the dwarves, a ring which they kept from spreading outwards; but it closed slowly in...'

- Out of The Frying-pan and into The Fire



Clinging to the branches of their trees, the Dwarves look on in horror as the Orcs set fires beneath their perch. Soon it looks as though they must surely be doomed – that is until Thorin leaps down to confront the leader of this dread host of Orcs and Fell Wargs, none other than the fearsome Azog. Fortunately, help is soon at hand!

Layout

This battle takes place around the trees where the Dwarves are sheltering from the Hunter Orcs. A cliff edge runs along the eastern board edge, with a stand of trees running along it. The remainder of the battlefield is dotted with rocky outcrops, bushes and so on.

Starting positions

The Good player places Thorin at the bottom of the marked tree. The Evil player then places his models touching any board edge except the east edge (which would be at the bottom of the cliff, after all). The remainder of the Good models are not in play at the start of the game – but will enter play as reinforcements later.

Objectives

Azog and his riders have finally run the troublesome Thorin Oakenshield to ground. Meanwhile, Gwaihir and his Eagles swoop to rescue the Dwarves. Finally, Bilbo Baggins too is drawn into the fight.

The game ends immediately if all of the markers representing the Dwarves are rescued or Thorin is slain. The Good player wins if the Eagles rescue all the markers and Thorin is still alive. If Thorin is slain or the Eagles fail to rescue the Dwarves, the Evil player is victorious.

participants

Good Models:
Thorin Oakenshield; Bilbo Baggins; Gwaihir and 4 Great Eagles.

Evil Models:
Azog; Narzug; Fimbul; 6 Hunter Orcs on Fell Wargs and 6 Fell Wargs.

Special Rules

Fifteen Birds in Five Fir Trees. Before the game begins, the players should take it in turns nominating five trees (start with the Good player). These five trees are where Thorin's Company is hiding. Place a marker beside each to show that there are Dwarves hiding in the tree. An Eagle (including Gwaihir) may swoop down and pluck the occupants from the tree by ending its move in base contact with it. Thereafter, move the marker to the Eagle's base and treat it as a Light Object (pg 85). If the Eagle moves off the edge of the board, the Dwarves are considered rescued.

Thorin may be rescued in a similar manner – any Eagle may pick him up by ending its move in base contact with him.

An Eagle carrying Dwarves may not perform Brutal Power Attacks. Furthermore, if it is slain, the marker is automatically lost (so be very careful what you do with your Eagles once you have picked up a marker).

A Flight of Eagles. At the end of Good Move phase of the second turn, the Good player may move Gwaihir and his Eagles onto the battlefield from the north, south or east board edge as reinforcements.

Whenever an Eagle is slain (except for Gwaihir) or flies off the board carrying Dwarves, the Good player may bring on another at the end of the following Good Move phase, entering play as a reinforcement from either the north, south or east board edge.

Bilbo Baggins' Bravery: In any Fight phase, the Good player may place Bilbo Baggins in base contact with any Evil model in a Fight with Thorin. If Bilbo Baggins enters play in this way, he must also be rescued by Eagles.

Campaign Injury Table

D6	Result
1	**Funeral Expenses.** The model is slain. If this includes Bilbo Baggins, Gandalf or Thorin then the quest really is at an end. Otherwise, the Good player may push on.
2-3	**Sorely Wounded.** The model is unable to participate in the next battle. He receives 1 Wound back, but nothing more (unless he is chosen as the Most Audacious Fellow – see below). He will return to the Company after missing the next game.
4+	**A Flesh Wound.** The model recovers well enough to persevere. Restore him to 1 Wound.

Modifiers: Depending on who wins or loses the Scenario, the chances of survival can be altered. If the Good side won the Scenario, add +1 to the result of these rolls. If the Evil side won, subtract 1 from the score instead.

Linking your games

Here we present rules on how to join together your games with Thorin's Company in a dynamic narrative, where the results of one game will have a direct effect on the next.

Every Scenario presented in this rules manual can be played as a stand-alone encounter, but there's no reason that you can't treat them as part of a wider story. By linking your games together you can see the effects that one adventure has on the next. If the Dwarves suffer injuries at the brutal hands of Bill, Bert and Tom in the Roast Mutton Scenario, will they have the necessary reserves of strength and stamina to escape Azog's Hunters in The Chase?

What follows are suggestions for some rules you can apply to the results of your games. The intention is that these will add extra excitement to your own adventures – perhaps you and your opponent can challenge one another to see who can get the furthest into the quest before the Company is sundered. Perhaps you can make it all the way without suffering peril? Likewise, you might wish to create new rules of your own – that's great and we strongly encourage you to do it – the more enjoyment you get out of the hobby, the better!

Surviving the Journey

There is a very real likelihood that at least some of the members of Thorin's Company may well perish in their adventures; such adventures are not without risk after all. When a member of Thorin's Company is slain in a game, they may not actually be dead. You will need to roll on the Campaign Injury Table for them to see what effects their injuries have.

Remuneration and so forth...

As our Heroes battle their way through Middle-earth they will become weary beyond measure. Often they will leave one battle exhausted and injured – thus models do not instantly regain spent Might, Will, Fate or Wounds. Any model that survives a battle (either on his own merits, or by scoring a 4+ on the Campaign Injury Table) may regain some of his expended energies, as described below.

- ***A most audacious fellow:*** The Good player may nominate one of his Heroes, who he feels has performed above and beyond the call of duty. This model regains D6 Might, Will or Fate points or Wounds (controlling player's choice: you can regain a mix of Might, Will, Fate and Wounds), up to the value on the model's characteristic profile.

- ***Fellow conspirator:*** All other Good Heroes receive D3 Might, Will or Fate points or Wounds back (distributed as above). Except for...

- ***More like a grocer than a burglar:*** A single Good Hero, nominated by the Evil player, may be chosen to receive no bonus whatsoever. This must be a model who performed feebly in the previous Scenario – whether by failing a critical Courage test, failing to carry his weight in the fighting or some other means. It's important to choose honestly and fairly with this – since the poor fellow is doubtless stuck with the reputation of a shirker thereafter.

Scenario Bonuses

After each Scenario, it is important to note the result, since there may well be a bonus for the Good or Evil side in the following game. These bonuses reflect the advantages that come from success and the edge it will give either side in the following Scenario.

1 Roast Mutton

Good Victory: In The Chase, Gandalf may call a single Heroic March for free.

Draw: Neither side has the advantage.

Evil Victory: In The Chase, the Evil models may deploy within 3" of their respective board edges, rather than touching them.

2 The Chase

Good Victory: In the next Scenario, all Good models automatically receive all of their Might, Will and Fate back.

Draw: Neither side has the advantage.

Evil Victory: Before the next Scenario, no Good model may receive the Most Audacious Fellow bonus.

3 The Capture

Good Victory: The Good player may choose D3 Dwarves who begin the next Scenario with their weapons.

Draw: Neither side has the advantage.

Evil Victory: The Evil player adds +1 to the number of reinforcements available through the Kill Them All! special rule.

4 Flight to Freedom

Good Victory: In the next Scenario, the Good models may be placed within 6" of their starting board edge, instead of 3".

Draw: Neither side has the advantage.

Evil Victory: The Evil player adds +1 to the number of reinforcements available through the Kill Them All! special rule.

5 Breakout

Good Victory: In the next Scenario, the Good models may be placed within 12" of their starting board edge, instead of 6".

Draw: Neither side has the advantage.

Evil Victory: In the next Scenario, instead of rolling D6 to see how many Fell Wargs and Hunter Orcs begin in play, treat the result as a 6 automatically.

6 Out of the Frying-pan

Good Victory: Thorin begins the next Scenario with his full Might, Will, Fate and Wounds restored.

Draw: The Scenario can not be drawn.

Evil Victory: In the next Scenario, the Evil player places his models within 3" of the board edge, instead of touching it.

The Road Goes Ever On

At the end of Into the Fire, the first great stage of the Dwarves' journey is complete – and a trip through Mirkwood beckons.

At this point, roll to see if Thorin survives as normal and record this information. It will be very useful when the Unexpected Journey continues...

SCENARIOS:
THE WAR OF THE RING

'The Nameless Enemy has risen again. Smoke rises once more from Orodruin that we call Mount Doom.'

- Boromir, The Council of Elrond, The Fellowship of the Ring

The adventures depicted in *The Hobbit: An Unexpected Journey* are only a small part of the amazing quests and battles that litter the history of Middle-earth. Alongside *The Hobbit: An Unexpected Journey*, *The Lord of the Rings* features many famous and exciting scenes that are ripe to be turned into gaming Scenarios.

Over the next few pages, we will look at some of the most iconic scenes from *The Lord of the Rings*, such as the breaking of the Fellowship at Amon Hen, the jaw-dropping Siege of Helm's Deep and the massive Battle of Pelennor Fields. Each is presented as a Scenario, with all the information you need to play it. For many reading this rules manual, these scenes will be immediately recognisable, either from *The Lord of the Rings* Strategy Battle Game, from reading the novels or watching the movies. For others, whose first brush with Middle-earth comes from *The Hobbit: An Unexpected Journey*, these scenes might be entirely new. Because of this, each is accompanied by a précis which explains a little of their setting and enables players to see the Scenario's context.

If you have seen these same events depicted as Scenarios before, they're well worth another look now – we've represented them with new twists and possibilities, making subtle changes to some well-loved encounters. A large part of the joy of the hobby is found in recreating our favourite scenes, and enjoying a fresh tactical challenge.

Of course – the best way to learn all this for yourself is to sit down and watch the movies or read the books (or, even better, both). However, if you're itching to play – it's all laid out for you.

Expanding Your Horizons

If all the scenarios found over the following pages whet your appetite for more action from *The Lord of the Rings*, take a look at the range of rules supplements. Each of these contains a wealth of extra information, such as profiles for famous Warriors and legendary Heroes, along with a selection of scenarios plucked straight from the history of Middle-earth.

If you want to continue your adventures in Middle-earth, and participate in some of the greatest battles of all time, there's no better way.

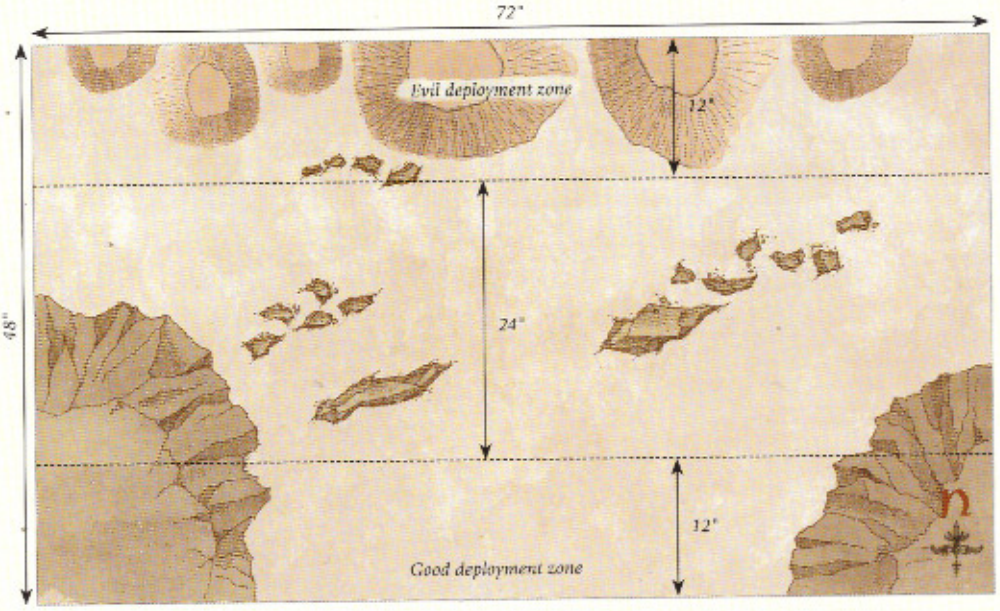
The Last Alliance

War ravages Middle-earth and the Dark Lord's power seems insurmountable. Now, a desperate alliance of Men and Elves must risk all for victory.

It is the closing of the Second Age and Middle-earth is in turmoil. The Dark Lord Sauron's power has become all but unstoppable and his armies of Orcs, monsters and traitors threaten to overthrow the realms of the Free Peoples forever. Against this onslaught of Evil, a last alliance of Men and Elves has united and marched with all its strength to do battle with, and defeat, the Dark Lord once and for all. Upon the blighted slopes of Mount Doom, the final bastion of Sauron, the greatest battle of the age will be fought, as Gil-galad, the High King of the Elves, and Elendil, the King of the Númenóreans, chance their armies and their lives in a bid to slay Sauron and end his madness forever.

'I beheld the last combat on the slopes of Orodruin, where Gil-galad died, and Elendil fell, and Narsil broke beneath him; but Sauron himself was overthrown...'

- Elrond, The Council of Elrond, The Fellowship of the Ring



Participants

Good Models:
Gil-galad; Elrond; and up to 400 points of warbands chosen from the Eregion and Rivendell army list.

Elendil, High King of Gondor; Isildur and up to 300 points of warbands from the Númenor army list.

Evil Models:
Sauron; and up to 1,200 points of warbands chosen from the Mordor army list. No additional named Heroes can be selected. Note that Sauron is in possession of the Ring at the start of the battle.

Layout

This Scenario is played on a board of 6' by 4', a size that gives your armies plenty of room to manoeuvre. If you want your battlefield to represent the claustrophobic crush of battle, you could try it on a smaller board. One board edge represents the slopes of Orodruin, and needs plenty of hills to look the part. The rest of the battlefield should be scattered with rocky outcrops, stunted and twisted vegetation and so on.

Starting Positions

The Evil player places all of his models, except for Sauron, on the slopes of Orodruin, within 12" of their board edge. The Good player then places his entire force within 12" of the opposite edge.

Objectives

The Last Alliance has come to slay the Dark Lord, destroy his ruling Ring and end his madness forever. The Good side wins if they can kill Sauron.

The Dark Lord, however, knows that if his legions can crush this final vestige of resistance and kill the leaders of the Last Alliance, his domination of Middle-earth will be all-but complete. The Evil side wins if all of the Good Heroes are slain.

Special Rules

Orcs Without Number. The legions of Barad-dûr are beyond counting, gathered from across Mordor in such numbers as to make the army of Men and Elves seem trifling and small. As the battle rages, Orcs issue forth from their stronghold to the aid of Sauron.

When an Evil Warrior is slain, remove it from play, but place it to one side. Each turn, at the end of the Evil Move phase, roll a D6 for each such model. On the score of a 5+, it may re-enter the battle; move it on as a reinforcement from the Evil side's board edge.

The Dark Lord Cometh. On the first turn in which the Priority roll is a draw, Sauron must move onto the board from the Evil player's board edge as reinforcements. The player with Priority may choose which point on that edge he enters from. Should Elendil be slain before Sauron is on the board, he will enter play immediately – the Evil player positions him touching his board edge straight away.

This I Will Have As Weregild. Should Elendil be slain, Isildur will be driven to rage and despair, his judgement clouded. If Elendil is slain, Isildur must always move towards the Dark Lord, only stopping to Charge enemy models if they block his path. He may also call a Heroic Strike each turn without spending a Might point.

The Attack at Weathertop

In the dark of night murderous deeds are afoot. Frodo and his companions are assailed by the Nazgûl in a duel amidst an ancient ruin.

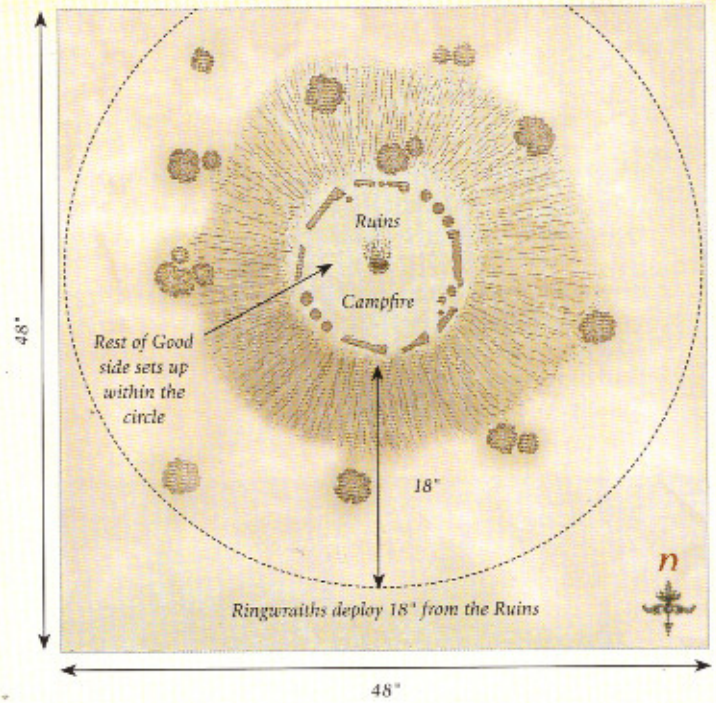
The One Ring has fallen into the care of a humble Hobbit, known as Frodo Baggins. Charged with its protection, Frodo flees the Shire with a select band of brave companions. They are met by the Ranger, Strider, who saves them from murder and spirits them into the wilderness.

Now, as Aragorn and the four Hobbits flee from their pursuers, they pause for a time and rest for the night at the ruins of the ancient fortress, Amon Sûl. Amidst the broken statuary and crumbling walls of the ancient watchtower, the Hobbits make a small fire whilst Aragorn stalks the wilderness beyond. Little do they know that the Nazgûl have found them, and that a deadly battle is nigh at hand.

The Nazgûl are intent on launching their attack while the Shirelings are at their weakest – and thus, in the dark of night, they strike, stalking out from the misty night air to slay the Ringbearer and reclaim their master's prize once and for all. This battle is woefully uneven for the Shirelings, but if Aragorn can return in time, all is not lost.

'He shut his eyes and struggled for a while; but resistance became unbearable, and at last he slowly drew out the chain, and slipped the Ring on the forefinger of his left hand.'

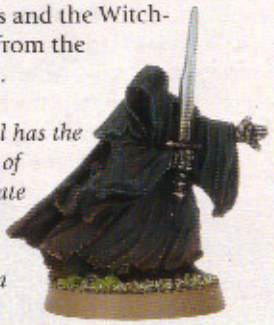
- A Knife in the Dark, The Fellowship of the Ring



Participants

Good Models:
Aragorn – Strider; Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck and Peregrin Took from the Fellowship army list.

Evil Models:
Four Ringwraiths and the Witch-king of Angmar from the Mordor army list.



Each of the Nazgûl has the minimum amount of Might; Will and Fate and all are on foot. The Witch-king should carry a Morgul blade.

Layout

This Scenario is played on a board, 4' by 4', with a tall hill at its centre. Upon the central hill rests a ruined tower – if you don't have suitable tower scenery, use spare walls and rocky outcrops to create a roughly accurate approximation. At the centre of the ruin, there is a campfire. The remainder of the board should have plenty of scattered trees and woods, and occasional clusters of rocks and boulders.

Starting Positions

Frodo, Sam, Merry and Pippin are all placed touching the campfire. The five Nazgûl are then placed anywhere on the board that is at least 18" from the ruin. Aragorn does not start the game on the board, but becomes available later in the game.

Objectives

Slay the Ringbearer and return The One Ring to its master! That is the goal of the Nazgûl, and the Evil player automatically (and immediately) wins if he can kill Frodo. The Good player wins if all of the Nazgûl are slain before this can take place.

Special Rules

Unseen Shadows. The Hobbits are unaware of the evil stalking them. Until the Nazgûl are detected, the Hobbits may not move (and Aragorn will not come to their rescue). Each turn after the first, once you have determined Priority, roll a D6. On a 1-3, the Nazgûl remain undetected and the Good models do not act. On a 4-6, the Nazgûl have been seen (or perhaps heard) approaching, and the Good models may act as normal.

Should the Good player prove very unlucky, and the Nazgûl are not detected earlier, as soon as any Ringwraith enters the ruins or casts a magical power against any Good model, they are automatically detected.

Aragorn. Aragorn is scouting the area for wood for the campfire. At the end of the Move phase immediately after the Nazgûl are detected, Aragorn moves onto the board from the northern edge, following the rules for reinforcements.

Flaming Brands. The small campfire in the centre of the ruin might yet prove to be the Hobbits' salvation.

Any Good model in base contact with the fire may opt to pick up a flaming brand (mark the model with a token to show it carries a brand). Models carrying flaming brands cause Terror. Furthermore, if they win a Fight, instead of rolling to Wound, they may instead attempt to set the enemy ablaze. Roll a D6 for each Attack on the Good model's profile; on a 5+, the victim is Set Ablaze (pg 83).

Balin's Tomb

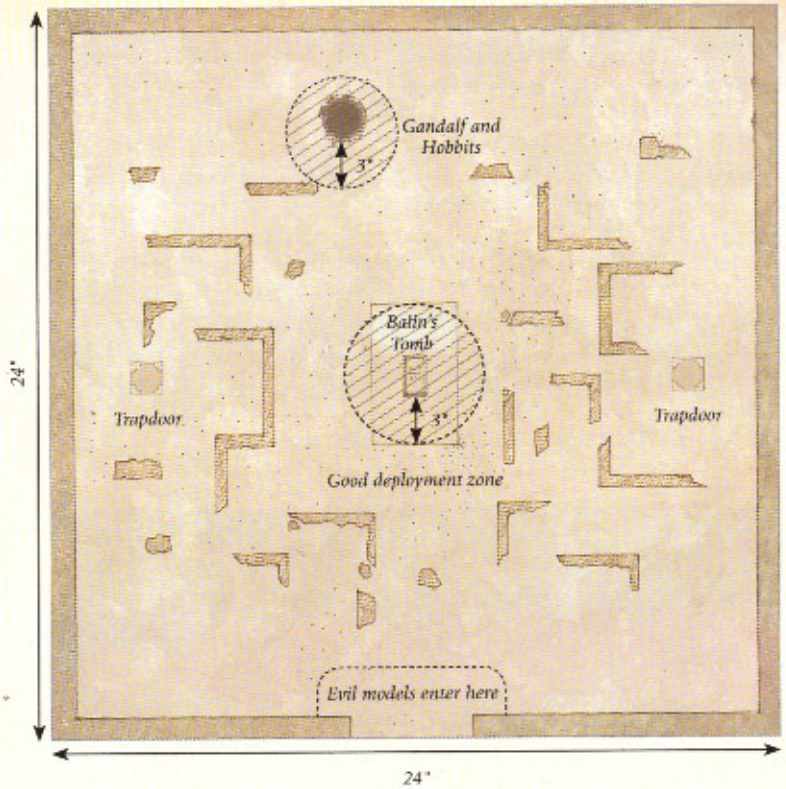
The sonorous booming of drums in the deep heralds the coming of the denizens of Moria, and the Fellowship of the Ring are trapped. Before they can escape to freedom, they must fight for their lives – a furious and bloody battle in the depths of Moria awaits.

Forced to travel through the famous Mines of Moria, the Fellowship of the Ring happen upon a once-glorious chamber, ravaged and despoiled by rampaging Goblins many years before. Therein, they learn the destiny of Balin, renowned hero of Thorin's Company, and the fate of his expedition to reclaim Moria.

Before they can even mourn his passing, however, drums sound in the deep. Booming echoes through the eerie halls foretell of dreadful danger. The Fellowship will need to fight hard to survive in the coming battle, for the Goblins are coming, and they have a Cave Troll.

'We must do something to delay the enemy first. We will make them fear the Chamber of Mazarbul!'

- Aragorn, The Bridge of Khazad-dûm, The Fellowship of the Ring



Layout

The battle is fought on a square board, 2' by 2', with Balin's tomb at the centre. The remainder of the board should have a mixture of scattered debris, crumbling architecture and so on. There should also be a doorway in the centre of one board edge. Finally, place two trapdoors on the board as shown.

Starting Positions

The Good player places Aragorn, Legolas, Gimli and Boromir within 3" of the tomb. He then places Merry, Pippin, Frodo, Sam and Gandalf within 3" of the well. The Evil player may then place 12 Moria Goblins within 3" of the doorway and two Moria Goblins touching each trapdoor (the Evil player may choose which of his models start in these positions, including using his Heroes if he wishes). The remaining Moria Goblins and the Cave Troll do not start the game in play, but will become available later.

Objectives

The Fellowship are hoping to slay enough Goblins that they can make good their escape; however, with the Cave Troll bearing down upon them, they will need to slay it before they can flee the scene.

The Good side wins if the Cave Troll is slain. The Evil side wins if any four members of the Fellowship are slain – the game ends at the end of any turn in which either of these objectives is met.

Participants

Good Models:
Gandalf the Grey; Aragorn – Strider; Boromir of Gondor; Legolas; Gimli, son of Gloin; Frodo Baggins; Samwise Gamgee; Peregrin Took and Meriadoc Brandybuck from the Fellowship army list.

Evil Models:
A Cave Troll and 250 points of warbands chosen from the Moria army list.

The only Evil Heroes that should be used are Moria Goblin Captains and Moria Goblin Shamans. The only Warriors that should be used are Moria Goblin Warriors.

Special Rules

Trapdoors. The Moria Goblins know secret ways around the Mines of Moria, and seek to ambush the intruders to their realm.

Each turn, at the end of the Evil Move phase, roll a D6 for each trapdoor. On a 4+, you may immediately place a Moria Goblin upon it, following the rules for reinforcements. Note, however, that if another model (friend or foe) is already stood atop the trapdoor, then no model can enter through that particular trapdoor; he must find another way in.

The Unending Tide. Each turn, at the end of each Evil Move phase, the Evil player may place D6 extra Moria Goblins touching the doorway. If any Good models are blocking the doorway, preventing these models from entering, the Evil player may place the newly arrived models touching any other table edge instead – they have clearly found another, secret way to get into the chamber.

They Have a Cave Troll. The Moria Goblins have coaxed and prodded a mighty Cave Troll towards the battle, where they hope its enormous bulk can help them win the fight.

On the first turn that the dice rolls for Priority are a draw, or all the Goblins have been slain, the Cave Troll will arrive – immediately place it touching the doorway. Unlike other reinforcements, the Cave Troll may even Charge in the same turn it arrives.

The Bridge of Khazad-dûm

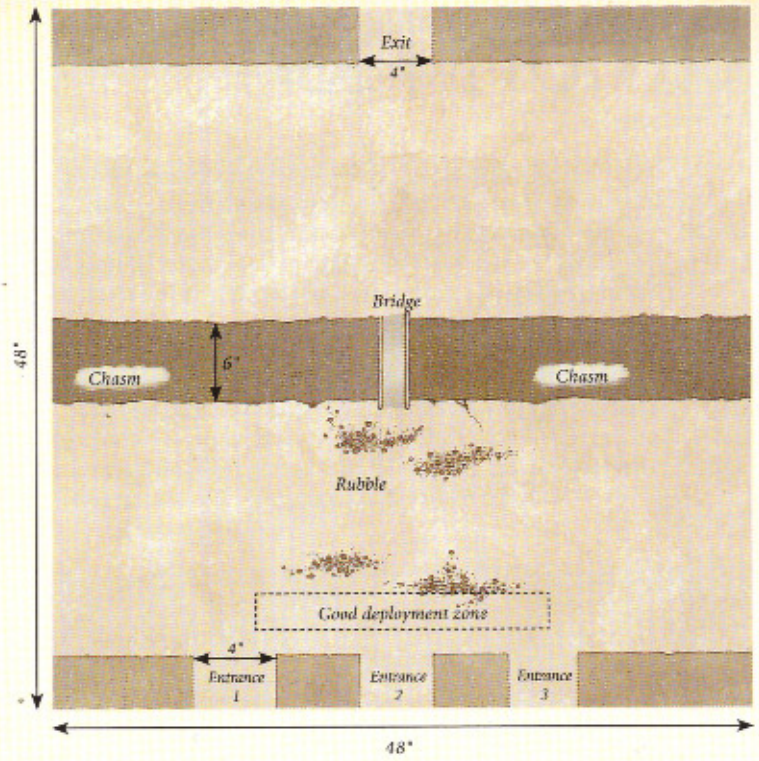
Pursued by hordes of Moria Goblins and the dreaded Balrog, the Fellowship flee the ancient Dwarf kingdom. But first, they must cross the Bridge of Khazad-dûm.

Despite their triumph over the Cave Troll in Balin's Tomb, the Fellowship cannot rest easy – the drums in the deep grow ever louder and a greater Evil now pursues them. Their escape from the Mines of Moria will not be easy, however, for their route takes them through the ancient halls of Dwarrowdelf and across the treacherous expanse of the Bridge of Khazad-dûm.

It is as they approach this ominous bridge that the nature of their greatest foe is revealed. Pursuing the Fellowship is a Balrog, a towering creature of shadow and flame, whose relentless evil and staggering power are a match for any, or indeed all, of the Nine Walkers. Whether the Fellowship flees to safety or stands and fights, it is clear that they will be forever changed after this encounter.

'You cannot pass!'

- Gandalf, The Bridge of Khazad-dûm, The Fellowship of the Ring



Layout

The battle should be played on a board 4' by 4', with a broad chasm that is at least 6" wide running across the centre of the playing area. This chasm is spanned by a bridge. The bridge should be narrow enough so no more than two models can fight side by side, but one model can block the bridge and prevent any further passage across it.

There are three entrances to the chamber and one exit, each of which should be about 4" across (see map). The remainder of the board should be scattered with patches of debris, such as fallen rocks and masonry.

Starting positions

The Good player sets up the Fellowship first, with all of his models between 6" and 9" away from the central cavern entrance. No Evil models start play on the battlefield, but will enter play throughout the game.

Objectives

The Good player wins if the Balrog is slain, the bridge is destroyed and at least four members of the Fellowship, including Frodo, have exited the table. If the Balrog is not slain, the best the Good player can hope for is a draw, and if the Evil player slays Frodo or any other six members of the Fellowship, he is victorious.

participants

Good Models:
Gandalf the Grey; Aragorn – Strider; Boromir of Gondor; Legolas; Gimli, son of Gloin; Frodo Baggins; Samwise Gamgee; Peregrin Took; and Meriadoc Brandybuck from the Fellowship army list.

Evil Models:
The Balrog and 250 points of warbands chosen from the Moria army list.

Apart from the Balrog; the only Heroes that may be used are Moria Goblin Captains and Moria Goblin Shamans. The only Warriors that may be used are Moria Goblin Warriors.

Special Rules

In Hot Pursuit. At the end of each Evil Move phase, a single warband may enter play as reinforcements from any of the three cavern entrances. The Balrog enters play on the third turn, from the centre entrance.

The Bridge and the Black Pit. Spanning the impossibly deep chasm is the Bridge of Khazad-dûm, a perilously narrow bridge that the Fellowship must escape across. No model may attempt to leap or fly across the chasm.

Additionally, Gandalf can inflict damage on the bridge by standing on it and using his magical powers to cast a *Sorcerous Blast* at it. If he successfully casts the magical power, roll a dice to see how much damage is caused. On a roll of 1, no damage is inflicted, on a roll of 2 or 3, the bridge suffers 1 point of damage, on a roll of 4 or 5, the bridge suffers 2 points of damage, and on a roll of 6, the bridge suffers 3 points of damage. Gandalf may not use his Might to modify this roll. Once the bridge has taken 3 points of damage, it is destroyed and collapses; it may no longer be used, and any model upon it falls into the chasm and is slain.

Exhaustion. The Fellowship are exhausted from their trials against the Cave Troll in Balin's Tomb. Ideally, play this Scenario following on from Balin's Tomb. If you do this, use the rules suggested on page 131 to see how many Might, Will and Fate points (and Wounds, of course) your Heroes have remaining. If you are playing this as a stand-alone game, instead reduce each Hero's Might points by 2 for the game. Additionally, Frodo will start with no Fate points remaining.

Ambush at Amon Hen

Boromir has succumbed to the lure of the Ring, causing Frodo to flee in dismay. As the Fellowship searches for its missing members, they are beset by Uruk-hai. The Fellowship is now broken, but will any of the Nine Walkers survive?

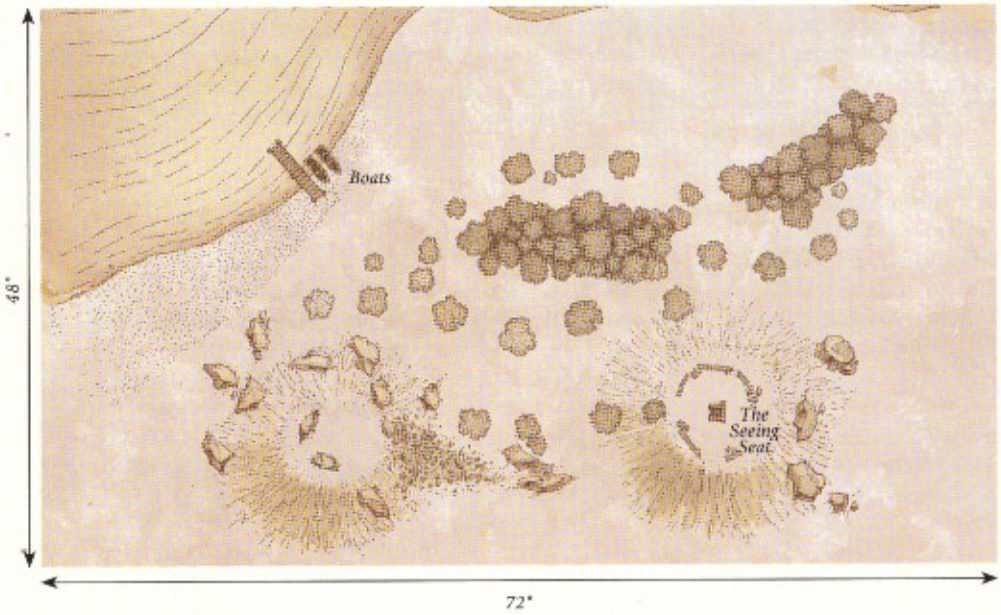
Pausing on their long boat journey along the Anduin, the Fellowship seek a short rest. Unaware that a formidable band of Uruk-hai are closing upon them, the Fellowship allow themselves to be divided as they rest – and worst of all, Boromir's lust for the Ring finally overcomes him, and he the Ringbearer, forcing him to abandon his allies.

Split up and disordered, the Fellowship will need every ounce of courage and conviction, as well as cunning, if they are to survive. Frodo now realises that he must continue his journey alone, and so flees to the waiting boats whilst Aragorn bravely stands in the path of the Uruk-hai threatening to capture the Hobbit.

Meanwhile, Merry and Pippin are at risk of being captured themselves – and only Boromir is close enough to save them. Could the Fellowship's most dire moment prove to be his moment of redemption? Before the ambush at Amon Hen is over, the Fellowship must suffer its sternest test.

'Drawing his bright sword and crying Elendil! Elendil! he crashed through the trees.'

- The Departure of Boromir, The Two Towers



Participants

Good Models:
Aragorn – Strider; Boromir of Gondor; Legolas; Gimli, son of Gloin; Frodo Baggins; Samwise Gamgee; Peregrin Took and Meriadoc Brandybuck from the Fellowship army list.

Evil Models:
Lurtz and up to 350 points of warbands from the Isengard army list. The only other Heroes that may be taken are Vraskû; Uglûk and Uruk-hai Captains; and the only Warriors that may be taken are Uruk-hai Scouts and Feral Uruk-hai.

Layout

This Scenario takes place upon the banks of the river Anduin and is played on a board that is 6' by 4'. The river runs across one of the corners with a sandy shore and jetty, ideally with a few boats part way along (see map). One corner has the tall hill of Amon Hen, crowned with the ruins of the ancient Seeing Seat. The remainder of the battlefield is heavily wooded, with patches of thick undergrowth, rocky outcrops and overgrown statues.

Starting Positions

The Good player places Frodo and Aragorn within 3" of the Seeing Seat, and Legolas and Gimli more than 18" away from them. Merry, Pippin and Boromir should be placed together, at least 48" away from Frodo.

The Evil player may then place a single Uruk-hai warband between 9" and 12" away from Aragorn and Frodo and another between 9" and 12" away from Boromir, Merry and Pippin. The remaining Uruk-hai warbands can be placed touching any board edge.

Finally, the Good player may place Sam anywhere at least 12" from Frodo.

Initial Priority

The Evil player has the Priority at the start of this Scenario.

Objectives

The Good side wins this Scenario if Frodo and Sam are able to escape by moving into base contact with the boats.

The Evil side wins the Scenario if they can capture more than two of the Hobbits. In any other event, the Scenario results in a draw.

Special Rules

Capture. The Evil side is trying to capture the Hobbits rather than kill them – so the Evil player may not shoot at the Hobbits.

Any Hobbit that suffers his final Wound in close combat may be knocked unconscious instead of being slain. When this happens, the Hobbit retains 1 Wound but can do nothing and is laid on its side to indicate this. Once knocked unconscious, a Hobbit is treated as a Heavy Object (pg 86). A Hobbit that is carried to any table edge other than the river counts as captured; remove them and their bearer(s) from play.

An unconscious Hobbit that is not in base contact with an enemy model can be revived by another Good model that ends his move in base contact. The captive revives immediately and can even act that turn – although it will start its move lying Prone on the ground.

The Legions of Isengard. The Uruk-hai are flooding the area, determined to capture the Halflings and bring them back to Saruman, their master. Every time an Evil Warrior (but not Hero) is slain, keep it to one side – they may well return to the game as reinforcements.

At the end of each subsequent Evil Move phase, roll a D6 for each model put aside in this manner. On a 4+, the model may enter play as reinforcements from any board edge chosen by the controlling player.

The Siege of Helm's Deep

Saruman the betrayer is unveiled and Rohan is invaded. At the ancient fortress of Helm's Deep, the fate of a nation will be decided and the first great blow in the War of the Ring will be struck.

The legions of Isengard have overrun the kingdom of Rohan, causing King Théoden and his household to retreat to Helm's Deep and there defend the citizens of his realm. Besieged by an army of Uruk-hai ten-thousand strong, there is little hope that the men of Rohan and their allies will prevail in battle, unless some relief arrives. Thus, Gandalf the White rides off to bring Éomer and his knights to the rescue.

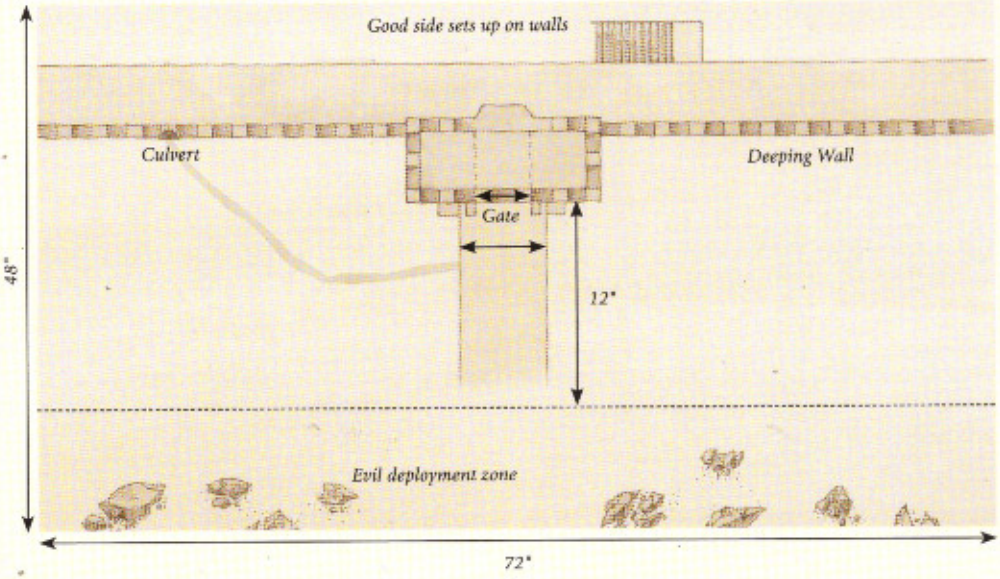
With a warning to watch for his return on the dawn of the fifth day, Gandalf leaves the defence of Helm's Deep in the hands of Théoden and the Three Hunters. And what a defence it must be. The Uruk-hai are mighty foes, who outnumber the defenders a score to one or worse. They also boast specialist siege weapons, ferocious Berserkers and, worst of all, blasting powder – capable of reducing the walls of any fortress to rubble.

Designer's Note

In The Two Towers movie, Helm's Deep is bolstered by a contingent of Elves led by Haldir. To use your own Galadhrim in this Scenario, either replace some of the points spent on Rohirrim with warbands from the Lothlórien and Mirkwood army list, or simply add more points to both sides (it's appropriate to add twice as many points to the Evil side as the Good, so scale the value of the additional models appropriately).

'how shall any tower withstand such numbers and such reckless hate?'

- Théoden, Helm's Deep, The Two Towers



participants

Good Models:
Théoden, King of Rohan; and 500 points worth of warbands chosen from the Rohan army list.

Aragorn - Strider; Legolas; and Gimli, son of Gloin from the Fellowship army list.

Evil Models:
1,500 points of warbands chosen from the Isengard army list. The army may also include up to ten siege ladders.

Layout

As this battle is a recreation of the Siege of Helm's Deep, your battlefield needs an impressive fortress. The main requirement is a length of wall to represent the Deeping Wall and a citadel with a large main gate.

For the size of the game we have recreated here, we recommend playing the Scenario on a board about 6' by 4', but it really depends on your collection. It's important to give the Uruk-hai enough space on the board to manoeuvre, but not to leave them stranded too far from the castle walls.

Starting Positions

All of the models on the Good side must be deployed inside the fortress. The Evil player may then deploy his own army anywhere further than 12" from the walls of the fortress.

Objectives

The Uruk-hai seek not only to conquer the fortress, but also to slay the leaders within it. The side with the most Victory Points at the end of 10 turns wins. Victory Points are scored for the following:

Surviving Heroes. The Evil side scores 1 Victory Point for each named Good Hero he slays. The Good side scores 1 Victory Point for each that survives.

Blasting the Deep. If the Evil side is able to blast a hole into the Deeping Wall, they score 2 Victory Points; if they fail, the Good side scores 2 instead.

Breaching the Gates. If the Evil side is able to batter through the main gate, they score 2 Victory Points; if they fail, the Good side scores 2 instead.

They are within the walls. If, after 10 turns, there are more Evil models in the fortress than Good models, the Evil player scores 3 Victory Points.

Special Rules

There Is But One Weakness. The culvert through which the guard stream runs is the principle weakness in the defences of Helm's Deep, one that Grima Wormtongue was all too ready to give to Saruman. If a demolition charge is detonated in base contact with the culvert, the wall will collapse; replace a section of the wall (between 6"-12" ideally) with rubble. All models on the wall when the charge detonates suffer D6 Wounds, and all models within 6" of the culvert suffer a Strength 10 hit and are knocked Prone.

designer's note

Dawn on the Fifth Day!

It's hard to say whether the most astonishing element of the Siege of Helm's Deep is the tenacious defence of the walls, the heroic sallying forth of King Théoden and the survivors, or Gandalf and the Riders of the Mark heroically racing to the rescue at the last minute. In fact, recreating the whole event can make for an amazing battle.

To recreate the whole Scenario, why not try playing on past turn 10? The Good player should select a force comprising of Gandalf and 750 points of warbands from the Rohan army list and get some revenge on the Uruk-hai! Of course, if the siege has gone well enough, the White Wizard and his friends may well have to face a determined force of Isengard warriors within the formidable walls!

The Battle of Pelennor Fields

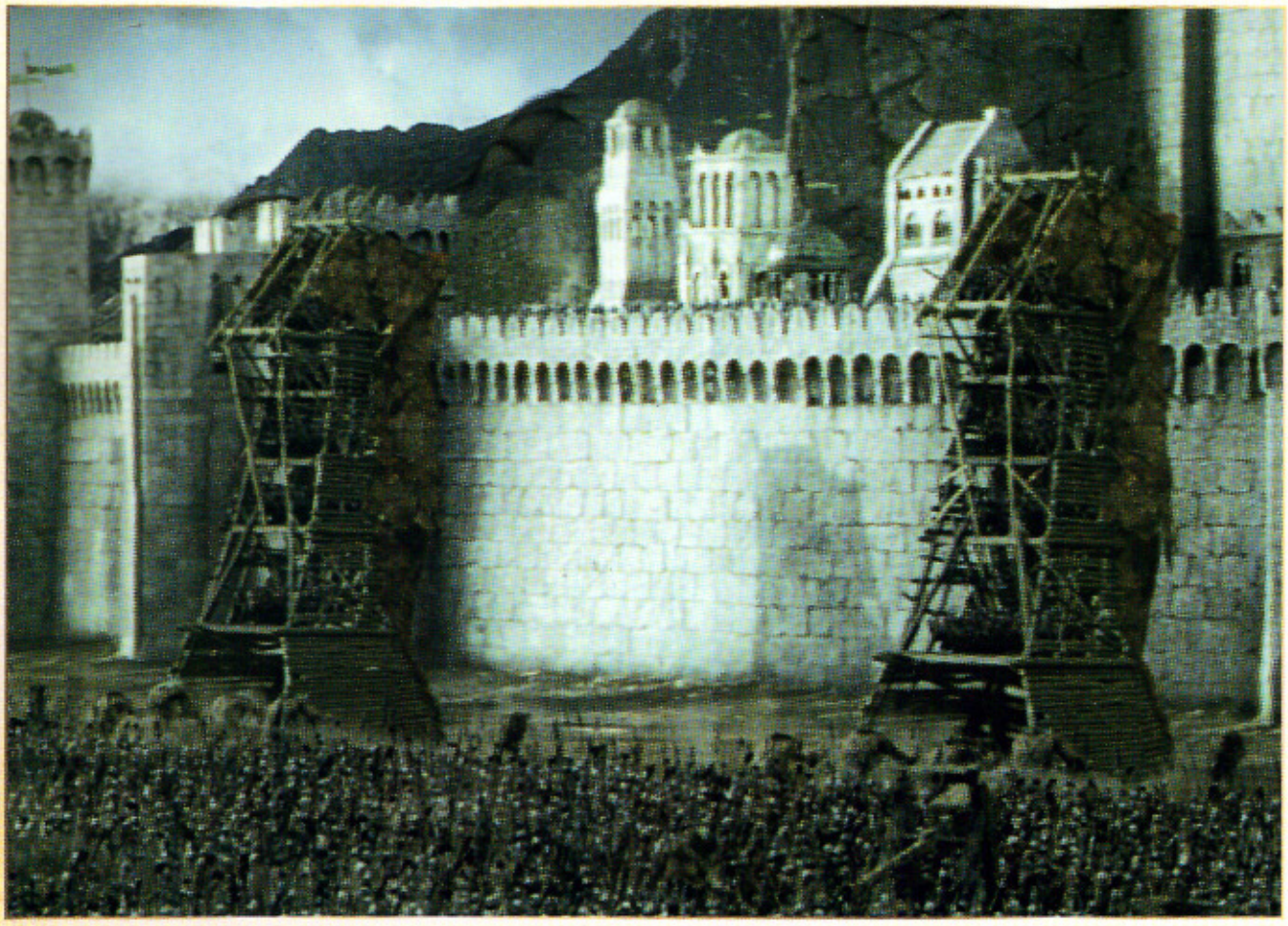
Minas Tirith lies besieged, and only the timely arrival of her allies can save the great city from destruction at the hands of the armies of Mordor. Should Minas Tirith fall to the forces of the Dark Lord, all the Free Peoples will soon suffer the same fate.

And so it comes to the greatest battle of the age. The walls of Minas Tirith lie besieged and the warriors of Gondor within are outnumbered. The numberless legions of Mordor and vast hosts of treacherous Men batter at the gates, eager to crush the great bulwark of the West.

But the spirit of Minas Tirith is not yet spent, and help is at hand. Even as Gandalf the White and Prince Imrahil of Dol Amroth rally the defenders against the Orcish legions, allies approach. Aragorn comes to the battle aboard the captured ships of the Corsair fleets, leading the Army of the Dead, even as Théoden, king of Rohan, comes to honour oaths of loyalty sworn in ages past. Courage, honour and mighty heroes may yet win the day.

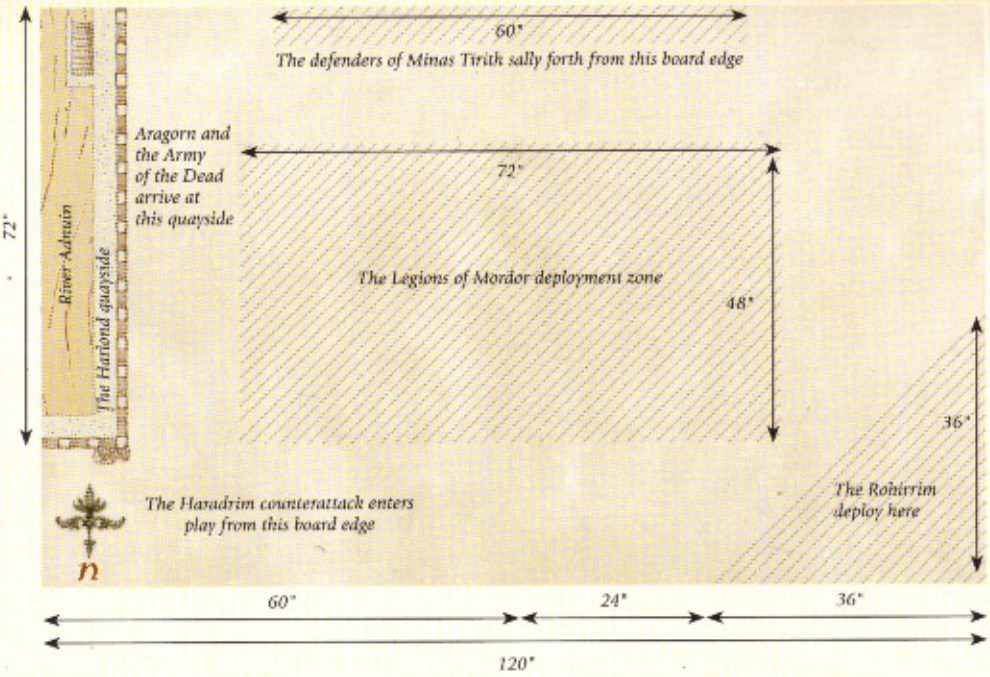
Designer's Note:
This Scenario is massive and features a lot of different models. It is a good idea to split control of the forces between a few players.

This Scenario takes the action from the point where the Riders of Rohan have arrived at the rear of the hosts of Mordor. Historically, the selfless valour of the Rohirrim spurred the defenders of Minas Tirith and their allies to sally forth from the White City and rejoin the fray – and when Aragorn and his allies aboard the purloined Corsair vessels arrived, the battle suddenly became one that the forces of Good could actually win.



'Arise, arise, Riders of Théoden! Fell deeds awake: fire and slaughter! Spear shall be shaken, shield be splintered, a sword-day, a red day, ere the sun rises! Ride now, ride now! Ride to Gondor!'

- King Théoden, The Ride of the Rohirrim, The Return of the King



Layout

This Scenario is played on an 6' by 10' board, representing Pelennor Field, the great expanse that stretches before the walls of Minas Tirith. The Pelennor itself is largely clear of terrain, but should boast a few hills and occasional rocky outcrops and so on. To the east is the harbour at Harlond. A few buildings could represent the outskirts of the harbour area.

Starting positions

The Evil players first position their 2,000 point force on the battlefield. This should be placed in the marked area, approximately 12" from the Minas Tirith board edge and 18" from the Harlond board edge. Next, the Good players position the Rohirrim force within the marked board corner. The remainder of the forces do not start in play, but instead will enter as reinforcements as the game continues.

Objectives

This Scenario is a battle to the death between some of Middle-earth's greatest Heroes. At the end of any turn, if both the Witch-king and Gothmog are slain, the Good side is victorious. If Gandalf, Aragorn and Théoden are all slain, the Evil side wins. Alternatively, if one side can break each of the enemy's forces, they will win.

Special Rules

Separate Forces. Both forces have some different contingents. Each of these groups has their own Break Point, and can be broken as described on page 47.

For the Good player, these groups are: Théoden and the Rohirrim; Gandalf, Imrahil and the defenders of Minas Tirith; and Aragorn and the Army of the Dead.

For the Evil side, the groups are the legions of Mordor (including the Witch-king and Gothmog), and the Haradrim reinforcements.

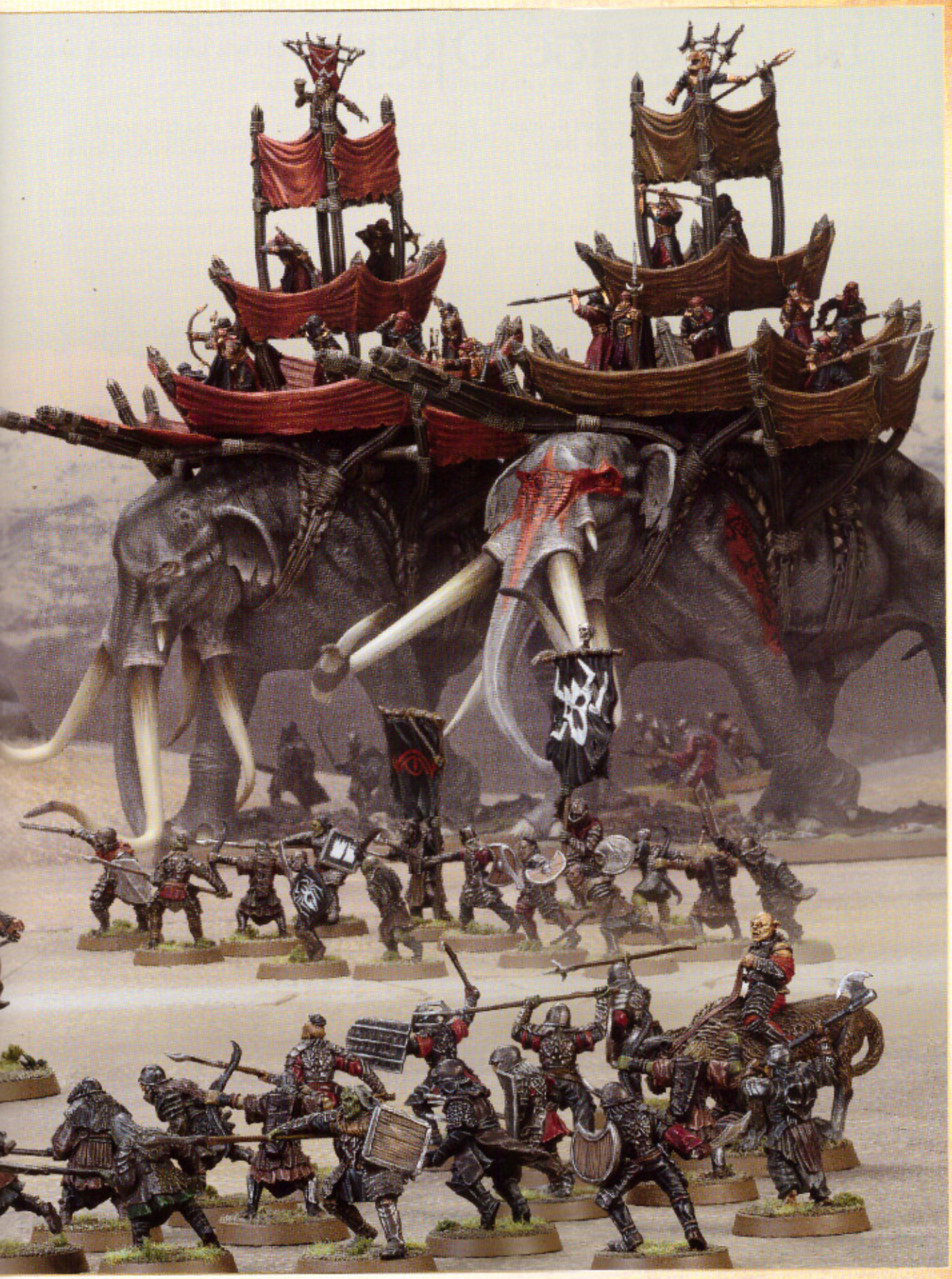
Reinforcements. As the battle intensifies, reinforcements will flock to the field.

At the end of the Good Move phase of turn 3, the Defenders of Minas Tirith will enter from the marked area as reinforcements. At the end of Evil Move phase in turn 4, the Haradrim force will arrive as reinforcements from the marked area. Finally, at the end of the Good Move phase in turn 5, Aragorn and the Army of the Dead will arrive from the point shown.

participants

Good Models:
The Good side consists of Gandalf the White and 500 points of warbands from the Minas Tirith army list; Prince Imrahil of Dol Amroth and 500 points of warbands from the Fiefdoms army list; Aragorn – Strider; Legolas; Gimli, son of Gloin and 500 points worth of warbands from the Fiefdoms army list (ideally, the King of the Dead along with Warriors and Riders of the Dead) and Théoden, King of Rohan; Éomer, Knight of the Pelennor; Éowyn, Shield Maiden of Rohan; Meriadoc, Knight of the Mark and 500 points worth of warbands from the Rohan army list.

Evil Models:
The Evil army consists of Gothmog, Lieutenant of Morgul; The Witch-king of Angmar and 2,000 points worth of warbands chosen from the Mordor and Eastern Kingdoms army lists. A further 1,000 points; consisting of warbands chosen from the Harad army list should be ready to enter play from reserve.



The Black Gate Opens

The final gamble is now at hand. Aragorn and Gandalf lead the remnants of the armies of Gondor, Dol Amroth and Rohan to the Black Gate of Mordor – and there offer battle to the Dark Lord.

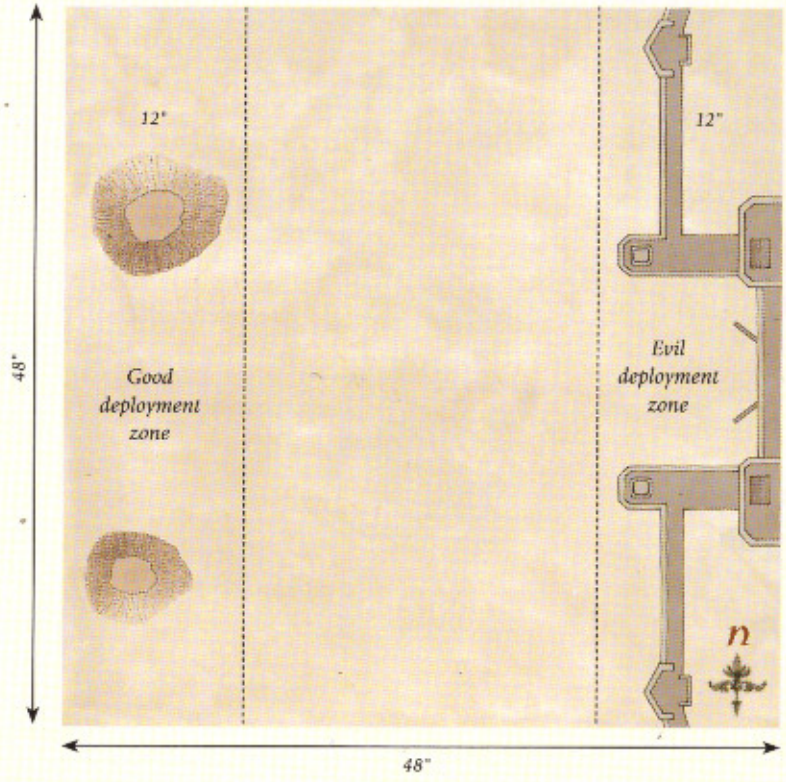
The Battle of Pelennor Fields has been won, and yet still the War of the Ring is not over. Frodo Baggins still toils through the perilous land of Mordor, bearing The One Ring to its destruction. Fearing that the Dark Lord might still find and capture the Ringbearer, the Lords of the West resolve to provide the weary Shireling with the greatest of decoys. Aragorn will lead an alliance to the Black Gate of Mordor, and there defy the wrath of the Dark Lord, luring his gaze to the West and away from the path of Frodo and Sam. Such a gambit is a desperately brave ploy, for the strength of the Free Peoples is all but spent – whilst the Dark Lord still boasts numberless legions still fresh and ready for battle.

Upon two great mounds of slag and rubble, the captains of the West vow to make their last, defiant stand – no matter the horrors or the numbers that might pour through the gates. For if Sauron's eye is drawn to them, perhaps the brave Hobbits toiling across Mordor's blasted landscape will have a greater chance of victory.

For the Dark Lord, however, this battle presents the chance for ultimate victory. Many of his greatest and most dangerous foes are gathered at his gates, in numbers that could be easily crushed. Whatever their ruse, should they fail, Middle-earth will be awash with darkness forever.

'Come forth!' they cried. 'Let the Lord of the Black Land come forth! Justice shall be done upon him.'

- The Black Gate Opens, The Return of the King



Participants

Good Models:
The Good army is divided into three groups. The first is Aragorn, King Elessar; Gandalf the White; Legolas; Gimli, son of Gloin; Peregrin, Guard of the Citadel and 500 points worth of warbands chosen from the Minas Tirith army list.

The second group contains Éomer, Knight of the Pelennor; Prince Imrahil of Dol Amroth and 600 points of warbands from the Fiefdoms and Rohan army lists.

The third group consists of Gwaihir and four Great Eagles, which can be found in the Wanderers in the Wild or Radagast's Alliance army list.

Evil Models:
The Evil army is divided into two groups. The main group consists of the Mouth of Sauron and 1,500 points worth of warbands taken from the Mordor, Eastern Kingdoms and Harad and Umbar army lists.

The second group includes three Ringwraiths on Fell Beasts (but may not include the Witch-king).

Layout

This Scenario is played on a board 4' by 4' representing the scorched and forbidding terrain that sprawls before the Black Gate. There are two large piles of rubble upon which the Good force will make its stand, along with plenty of rocky outcrops and so on.

Starting Positions

The Good player deploys Aragorn's group on one of the hills (in the story, they took the left hill), with Aragorn the closest model to the Black Gate. Imrahil and Éomer's group are placed on the other. The Great Eagles are kept in reserve and will enter as reinforcements later in the battle.

The Mouth of Sauron is placed 3" away from Aragorn. The Evil force deploys in its entirety in front of the Black Gate, within 12" of their board edge. The Ringwraiths do not start in play, but will arrive later in the game.

Objectives

Amidst the assembled hosts of the West are several of the greatest enemies of the Dark Lord, and he will stop at nothing to see them slain. If the Evil side can slay Gandalf, Aragorn, Imrahil and Éomer by the end of 12 turns, then it is victorious. If two or three of these Heroes are slain, then the game is a draw and if one (or none) are slain, then the Good side wins.

Special Rules

The Black Gates Open. The plains of Mordor boast incalculable numbers of Orcish Warriors, along with rank upon rank of Easterling and Southron. Every time that an Evil Warrior or Hero (except for Ringwraiths and named Heroes) is slain, put it aside. At the end of the following Move phase, it may re-enter play as reinforcements from the Black Gate.

Dark Wings! At the end of the Evil Move phase in turn 6, the Ringwraiths arrive as reinforcements (pg 87). They may enter play from the north or south board edge or via the Black Gate (the Ringwraiths may each enter play from different board edges).

The Eagles are Coming! At the end of the Good Move phase on turn 7, the Great Eagles arrive as reinforcements. They may enter play from the northern, southern or western board edges (the Eagles may each enter play from a different board edge).

The Clash of Heroes. Every time a Hero slays an enemy Hero, he must take a Courage test. If he passes, that Hero regains D3 points of Might, Will or Fate (you can choose a mix of these).

Creating Your Own Scenarios

'We shall soon before the break of day start on our long journey...'

- Thorin Oakenshield, An Unexpected Party

Having played a few battles, you may well fancy the challenge of designing your own Points Match game. Perhaps your Scenario will be based around a new piece of terrain you have added to your collection or inspired by the action and events from a scene in the movie.

At the heart of it, creating your own Scenario is very simple indeed. All you need to do is jot down some notes to remind you and your opponent of the rules, set up the battlefield and go for it. Here are a few notes on things you should bear in mind when you are preparing such a battle.

The Armies

Typically, the armies in a Points Match game are of equal sizes, chosen to a specific points value. When designing your own Scenario, however, you might have something else in mind. Is one force making a last stand against a larger force? Perhaps one force consists only of Heroes, must include siege machines or has some other requirements.

Layout

Are there any particular features required for the battlefield such as fortifications or so on? In a Points Match game, the battlefield is usually set up in such a manner as to give each force an even chance, however, your Scenario doesn't have to work in the same way.

Starting positions

In short, where are the models placed before the start of the game? Do the armies start on the board, or do they enter as the game goes on? Is deployment predetermined or random?

Initial priority

In *The Hobbit: An Unexpected Journey*, Priority typically goes to the Good side in the first turn. Perhaps you want your game not to favour either side in which case players could roll a D6, with the highest receiving Priority, or use some other system.

Objectives

How is the battle won? Do players accumulate Victory Points for certain acts such as wiping out enemy warbands, killing enemy Heroes and so on? Is there one certain way to win, such as controlling a vital location on the battlefield, or is it a fight to the death?

Special Rules

What unusual conditions apply to the battle? Any rules such as reserves, curious weather effects or anything else that needs explaining before the battle should be detailed here.

10 example objectives:

Cut off the Head: +1 Victory Point for each warband captain your force slays.

Control the Field: +1 Victory Point for each board quarter that you control.

Capture the Banners: +1 Victory Point for each enemy banner bearer your force slays.

Escape the Field: +1 Victory Point for each Hero who escapes from a specified edge of the battlefield.

The Duel: +1 Victory Point for each enemy Hero slain by one of your own.

Seize the Prize: +3 Victory Points for holding of a certain Light or Heavy Object.

Take the High Ground: +1 Victory Point for controlling the highest point on the battlefield (the point closest to the ceiling).

Guard the Bridge: +3 Victory Points for controlling a key location, such as a bridge or gate or similar.

Deadly Ground: +3 Victory Points for having more models in your opponent's deployment area than he has in yours.

First Blood: +1 Victory Point for making the first kill of the game.

5 example special rules:

To the Victor the Spoils: Keep a note of how many enemies each Hero slays. The Hero with the highest total in each End phase receives +1 Might point.

The Grip of Terror: *This hill is haunted.* Any model that starts his Move phase upon it must pass a Courage test or become *Transfixed* (pg 79).

Gusting Winds: *Powerful winds batter the field.* The ranges of all ranged weapons are halved. In addition, all Jump, Climb and Leap tests suffer an additional -1 penalty.

Seat of Power: *This area is full of magical potential.* Any magical power cast from this location is cast as a Channelled power.

Treasure Lust: *This item inspires a terrible greed in your foes.* Enemies in Fights against the bearer of this item must re-roll failed rolls To Wound.

Example Scenario

The Grand Alliance

To fight a common foe, two mighty armies have come together. Side by side they shall shed blood, risking all for one glorious victory.

Designer's Note: This is a Scenario designed for two teams of two or more players – a multiplayer Scenario that enables friends to team up to challenge their opponents.

The players divide into two teams (Good and Evil), with each player choosing their own army and combining to make a team. Both the Good and Evil teams may divide the points however they wish (typically, each player gets an even share – thus in a 1,000 point game with two players per side, each would get 500, but there's nothing to stop you splitting them differently). Players should follow the rules for choosing an army as explained on page 100-101.

Before the game, work out who the overall Leader is for each side. You can work this out in a number of ways: nominate the Hero most likely to be obeyed by all the fighters on your side, roll a D6 or perhaps nominate the Hero model with the highest points value, or choose a Hero from the biggest army if the armies in your side are of different sizes – the choice is really up to you.

Layout

Set up terrain as described on page 103.

Starting Positions

Each player rolls a D6; the lowest scoring player chooses a deployment area and deploys his army within it (roll off in the event of a tie). The next lowest scoring player then places his army and so on, until all the forces are placed.

Initial Priority

The player who controls the Leader in each side rolls a D6. The side that scores the highest takes the first turn.

Objectives

This battle is fought until one side is reduced to 25% of its starting size, at which point the battle ends. The winner is the team with the highest Victory Points score. Victory Points are scored for the following:

Killing the enemy Leader: +3 Victory Points

Slaying an enemy Hero: +1 Victory Point

Killing an enemy banner bearer: +1 Victory Point

Breaking the enemy force: +3 Victory Points

Special Rules

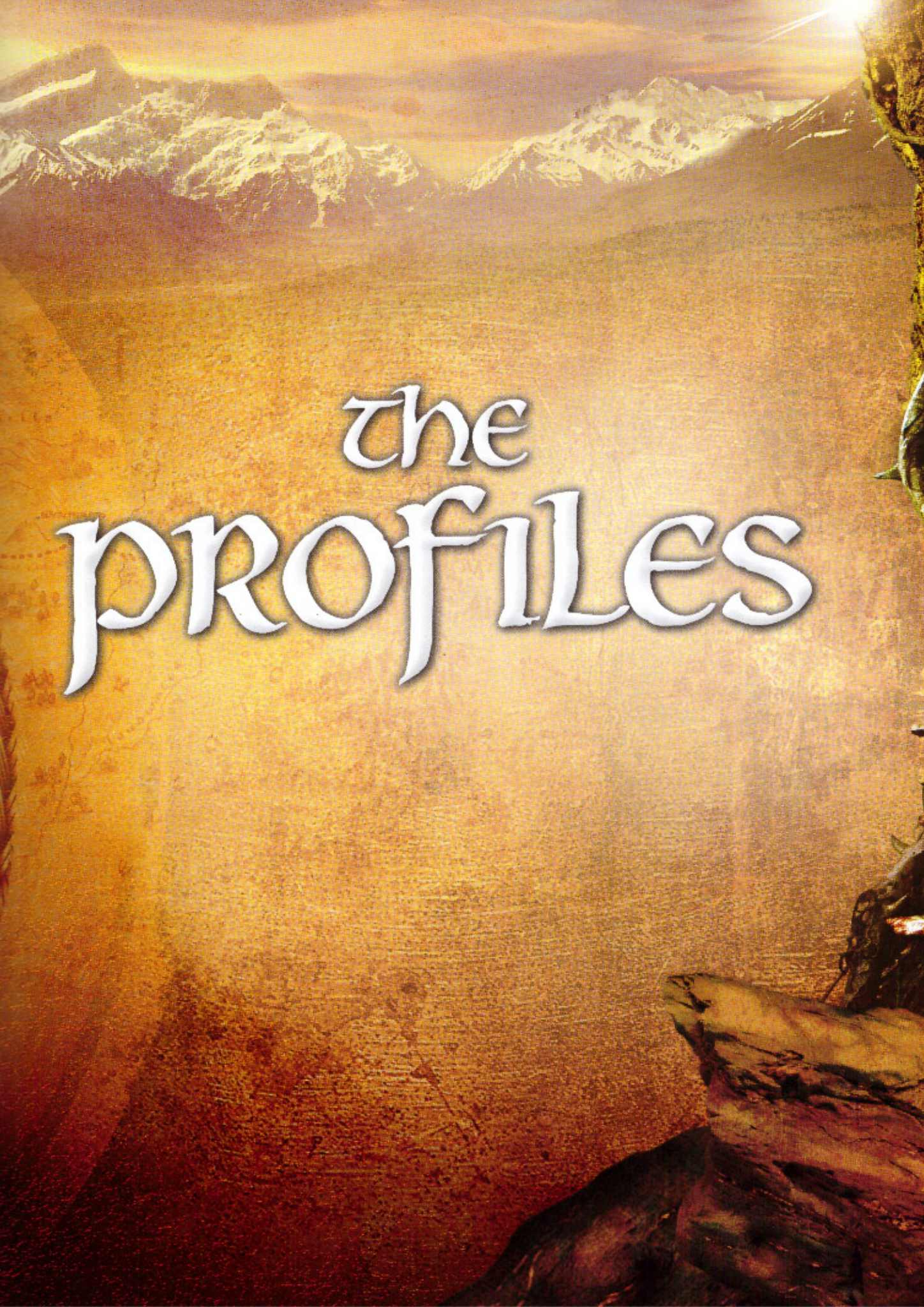
Brothers to the End. The allies are sworn to fight beside one another 'til the bitter end.

In this Scenario, work out the Breaking Point of each side, rather than each player's army. Thus, the whole army will be broken together or not at all. Warriors may benefit from the Stand Fast! of any nearby, friendly Hero, not just those in their own army.

Champion of Champions. As well as working out whether Good or Evil are triumphant, you can also determine which player is the overall winner. Use the same Victory Points system on the left, with the following adjustments:

Headless: - 1 Victory Point if you have lost more than one Hero.

Look to the Banner: +1 Victory Point if you have a banner bearer still alive.


the
profiles

Heroes and Villains of Middle-earth

"'Dwalin and Balin here already, I see" said Kili. "Let us join the throng!'"

- An Unexpected Party

On the following pages we present character profiles for all of the Good and Evil models available in *The Hobbit: An Unexpected Journey* Strategy Battle Game.

If you are new to the game, a little explanation on how to use this section of the rules manual may be in order. In brief what follows are a selection of profiles, containing contextual information, characteristics and special rules for each of the models in the game, as well as a points value and any other relevant information. Each profile is grouped with those whom it is portrayed throughout the movie – thus Bilbo Baggins and Gandalf find themselves alongside the other members of Thorin's Company.

Bilbo Baggins (Hobbit)..... 60 points

Burglar, adventurer and treasure hunter are all things that Bilbo Baggins was not, yet still he found himself on the quest to Erebor alongside Thorin's Company. Fate, it seems, placed the Hobbit on the journey, and though small of stature, his part in the adventure is a great one.

Mv	F	S	D	A	W	C
4"	3/3+	2	3	1	2	6

M	W	F
1	3	3

OPTIONS

Pony..... 5 points
Sting..... 5 points
The Ring..... Free

Sting. Sting is a dagger of Elven-make, a weapon forged as the bane of Evil creatures.

The bearer of Sting has +1 Strength.

SPECIAL RULES

Resistant to Magic, Throw Stones.

It Has Not Yet Awoken: The Ring is yet to return to its full malice.

Bilbo Baggins ignores the My Precious and Sauron's Will sections of the Ring's rules.

1. **Race.** Every model in the game has a race, which is listed here.

2. **Character Background.** A short precis of who the Hero or Warrior is, and why they find themselves drawn into the action and adventure.

3. **Profile.** Here are the characteristics for the model, explaining how good he or she is at fighting, shooting and so on (more details on how to understand a Profile can be found on page 7).

4. **Heroic Statistics.** If the model is a Hero it may well have Might, Will or Fate points listed here – for more on these see page 55.

5. **Points Value.** A model's points value lets you know roughly how powerful it is. If you are playing a Points Match battle, it lets you determine the points value of your entire force, by adding the points values of all the models in the army together.

6. **Wargear Options.** A model that has optional items, such as a mount (profiles for these can be found on pg 51), additional weapons or other trappings will have them listed here. In Scenario play, simply ensure that your model has the appropriate selection of items for the scene. In a Points Match battle, you can tailor your model by paying extra points for the items you wish them to have.

7. **Special Rules.** Many models have special rules that reflect their unusual abilities, such as incredible accuracy, courage and so on. These are listed here – particularly unusual special rules are explained in full, while those that are more common are simply listed for reference – complete explanations of these can be found in the Special Rules section, which starts on page 81.

Good Heroes

Thorin Oakenshield (Dwarf) ..... 100 points

Thorin Oakenshield is a Dwarf of noble birth, the son of kings and the heir to the treasures of Erebor. A mighty warrior and a skilled battle leader, Thorin nonetheless has a difficult task ahead of him – if he is to lead his kinsmen safely to the Lonely Mountain and reclaim the incalculable wealth that lies there, he will need every ounce of his considerable skill and cunning to triumph.

Mv	F	S	D	A	W	C
5"	6/4+	4	7	3	3	6

M	W	F
3	3	3

WARGEAR
Dwarf armour.

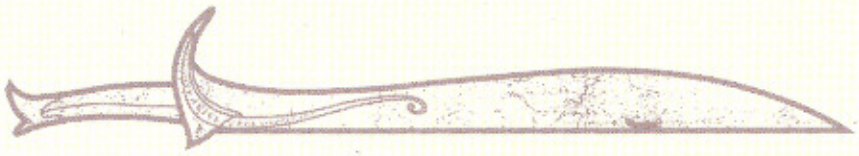
OPTIONS
Dwarf bow ..... *5 points*
The Oakenshield ..... *5 points*
Pony ..... *5 points*
Orcrist ..... *10 points*

The Oakenshield. At the Battle of Azanulbizar, Thorin famously cut a limb from a nearby tree and used it as a shield to protect himself in battle. Years later he still bears it, fashioned into a formidable defensive weapon.

The Oakenshield is a shield (pg 74). Additionally, should Thorin opt to use it for Shielding during a Fight and he wins, he may make a single Strike at his Strength (receiving no bonuses from any weapons).

Orcrist. A magical blade forged by the Elves during their ancient wars, Orcrist is the bane of Orc-kind. Known in the tongue of men as Goblin Cleaver and the language of the Orcs as Biter, Orcrist is a brutal sword with an unnaturally keen edge and has claimed hundreds of Sauron's minions over the years.

Orcrist is an Elven blade (pg 68). When Orcrist causes a Wound on an Orc, Goblin or Uruk-hai it causes not 1 Wound but D3 Wounds instead (determine the number of Wounds before Fate points are used). Additionally, the bearer of Orcrist has the Terror (Goblins, Orcs & Uruk-hai) special rule.



Fili the Dwarf (Dwarf) ..... 55 points

Youthful and enthusiastic, Fili is a ready and willing volunteer for the quest to Erebor. With quick wits, and blades to match, Fili is a handy Dwarf to have around in a fight, but his loyalty to his uncle Thorin and his brother Kili remain his greatest strengths.

Mv	F	S	D	A	W	C
5"	5/3+	4	5	2	2	5

M	W	F
2	1	1

WARGEAR
Throwing axes.

OPTIONS
Pony ..... *5 points*

SPECIAL RULES
Bodyguard (Thorin).

Combat Synergy. Fili and Kili fight with one purpose, effortlessly coordinating their offensive.

If they are in base contact, Fili and Kili may choose to swap places with one another at the start of any Phase – this does not count as moving.

Kili the Dwarf (Dwarf).....55 points

Kili is dark where his brother is fair, and less readily given to broad smiles and easy humour. In almost every other way, however, he is the equal of his brother, being both a strong arm in a fight and a crack shot with a bow.

Mv	F	S	D	A	W	C
5"	5/3+	4	5	2	2	5

M	W	F
2	1	1

WARGEAR
Dwarf bow.

OPTIONS
Pony.....*5 points*

SPECIAL RULES
Bodyguard (Thorin).

Combat Synergy. Fili and Kili fight with one purpose, effortlessly coordinating their offensive.

If they are in base contact, Fili and Kili may choose to swap places with one another at the start of any Phase – this does not count as moving.

Bifur the Dwarf (Dwarf).....50 points

Having travelled from the west with his kinsmen, Bofur and Bombur, Bifur is keen to lay claim to the treasures of the Lonely Mountain. Bifur once suffered an axe-blow to the skull, leaving him with more scars than those that can be seen by eye.

Mv	F	S	D	A	W	C
5"	4/3+	4	5	2	2	5

M	W	F
2	1	1

WARGEAR
Boar spear. Bifur's weapon is a large-bladed spear, with a fearsome heft behind it.

A boar spear can be used as either a spear or a two-handed axe.

OPTIONS
Pony.....*5 points*

SPECIAL RULES
Throw Stones.

Battle Damaged. If the axe-blade jutting from his head is ever touched, Bifur becomes a berserk fighter.

Once Bifur is reduced to 1 Wound, he may use a single Heroic Action each turn without reducing his store of Might. However, only Bifur may benefit from this Heroic Action.

Bofur the Dwarf (Dwarf).....50 points

A sturdy miner from the west, Bofur has a cheery disposition. Along with his cousins, Bifur and Bombur, Bofur's chief hope is to become rich.

Mv	F	S	D	A	W	C
5"	4/4+	4	5	2	2	5

M	W	F
2	1	1

WARGEAR
Mattock. A tool for mining, a mattock can also be turned against foes, smashing skulls and piercing flesh with each swing.

A mattock is a two-handed weapon, which can be used as either a hammer or a pick (choose which at the start of each Fight).

OPTIONS
Pony.....*5 points*

SPECIAL RULES
Steadfast. Undaunted by hard tasks, improbable odds or the subtle malevolence of dark magic, Bofur remains optimistic no matter the situation.

Each time Bofur is targeted by a magical power or special ability he may try to ignore its effects. Roll a D6; on the score of a 2+ its effects are ignored. This roll may be modified by Might. If you wish to try to Resist a magical power you must do so before making Bofur's Steadfast roll.

Bombur the Dwarf (Dwarf) .....45 points

Beneath the jocular nature and portly appearance of Bombur is a kind-hearted and loyal Dwarf. While his talents are different to the warriors of Thorin's Company, he is courageous and a fine cook – and not afraid to use his cooking implements as weapons in a pinch.

Mv	F	S	D	A	W	C
5"	3/4+	4	4	2	3	5

M	W	F
2	1	1

OPTIONS
Pony.....*5 points*

SPECIAL RULES
Lumbering. Bombur is quite overweight and far from nimble or agile.

When making Jump or Climb tests, Bombur must re-roll scores of 6. Additionally, he may not call Heroic Moves or Heroic Marches.

Beefy. Bombur's bulk makes him formidable.

When Bombur makes Strikes, he may choose to use the Bash special strike (pg 70) just as if he if he were using a mace.

Raising Spirits. Bombur can lift flagging morale with a kindly word or a proffered treat.

Once each turn, at any point in his Move phase, choose a friendly model in base contact with Bombur and roll a D6. On a score of 4+, the chosen model regains a point of Will spent earlier in the battle (or campaign).

Dwalin the Dwarf (Dwarf) .....95 points

Dwalin is a powerfully built and incredibly formidable Dwarven fighter, who has fought at the side of his brother Balin and his good friend Thorin for many years. When enemies need smashing, Dwalin is always ready and willing, acting as Thorin's strong right hand in the heat of battle.

Mv	F	S	D	A	W	C
5"	6/4+	5	6	3	2	6

M	W	F
2	2	2

WARGEAR
Two-handed hammer.

OPTIONS
Pony.....*5 points*

SPECIAL RULES
Burly, Fearless.

Weapon Master. Dwalin is deadly, whether he carries a weapon or not.

Dwalin is never considered unarmed, and never suffers the usual -1 penalty to the Duel roll for fighting with a Two-handed weapon.

Balin the Dwarf (Dwarf).....45 points

The old but experienced Balin is a cool head amongst the often rambunctious Dwarves of Thorin's Company. Whilst not the most fearsome fighter, it is Balin who all the members of the company turn to when reason and wisdom are called for.

Mv	F	S	D	A	W	C
5"	4/4+	3	5	1	2	6

M	W	F
1	3	2

WARGEAR
Sword-mace. Balin carries a fearsome weapon, part sword and part spiked mace.

This weapon may use the Feint or Bash Special Strikes.

OPTIONS
Pony.....*5 points*

SPECIAL RULES
Longbeard. Balin's grand age brings with it a great stock wisdom.

In the Priority phase, Balin may spend a Will point to enable his side to re-roll their D6 in the Priority roll.

Oin the Dwarf (Dwarf).....45 points

Mostly deaf and entirely grey, Oin is a wily old Dwarf who joins Thorin's Company out of loyalty to his distant cousin, and with no small interest in the wealth to be gained. His kinsmen value him for his healing skills, as well as his uncanny ability to predict future events.

Mv	F	S	D	A	W	C
5"	4/4+	4	4	1	2	6

M	W	F
1	4	1

WARGEAR
Two-handed staff.

OPTIONS
Pony.....*5 points*

SPECIAL RULES
Healing Herbs. Oin has a peculiar mastery of herbs and poultices, and can cure wounds, and sometimes severe injuries, with surprising speed.

In the Move phase, instead of moving, Oin may attempt to heal a friend in base contact. Roll a D6. On a 1-3 there is no effect. On score of a 4 or 5, the model regains a Wound lost previously in the game (or campaign). On a 6, the model regains all its lost Wounds.

Prognostication. Oin gazes into the future to read the portents. Such an act takes a toll on him, but can be valuable to his comrades.

Once per turn, in the Fight phase, Oin can expend a Will point to enable a friendly model within 3" to re-roll a single dice in a Fight.

Gloin the Dwarf (Dwarf).....85 points

Although reluctant to leave behind his beautiful wife and his young warrior son, Gloin's commitment to Thorin's cause is unfailing. Gloin is a formidable fighter, the kind of Dwarf anyone would want at his side in the heat of battle. His skill wielding his axes, and the strength of his heart, are beyond dispute.

Mv	F	S	D	A	W	C
5"	6/4+	4	7	3	2	6

M	W	F
2	1	1

WARGEAR
Dwarf armour and throwing axes.

OPTIONS
Pony.....*5 points*

SPECIAL RULES
A Warrior Born. Gloin is a fearsome fighter, whose blows waste no effort.

Gloin must re-roll scores of 1 To Wound in combat.

Ori the Dwarf (Dwarf).....40 points

The youngest and weakest of three brothers, Ori's true strength does not lie with his skill at arms or brawn. He is gentle and thoughtful, and keen on cataloguing and recording the travels he shares with his kinsmen. He is, however, no coward – and when danger threatens, he does not hesitate to fight.

Mv	F	S	D	A	W	C
5"	3/3+	3	4	1	2	5

M	W	F
1	3	1

WARGEAR
Slingshot.

OPTIONS
Pony.....*5 points*

SPECIAL RULES
Chronicler. Ori's hope is to record the adventures of his kinsmen and compile them into a record worthy of their exploits.

Any time a member of Thorin's Company slays an enemy Hero or Monster within 3" of Ori, that model immediately regains a point of Might, Will or Fate (your choice) that has previously been spent in that game (or campaign).

Deadeye. While slingshots are seldom deadly, Ori's has an uncanny ability to strike his target.

If Ori scores 6 when rolling To Hit, do not take any In The Way tests, and do not roll To Wound. His target automatically suffers a single Wound.

Dori the Dwarf (Dwarf) ..... 55 points

The eldest of three brothers, Dori considers it his duty to keep Ori out of harm's way and Nori's mischief under control. A formidable and experienced adventurer with an impressive mastery of weapons – woe-betide anyone who comes between Dori and his brothers.

Mv	F	S	D	A	W	C
5"	5/4+	4	5	3	2	5

M	W	F
2	1	1

WARGEAR
Flail.

OPTIONS
Pony ..... *5 points*

SPECIAL RULES
A Good Sort Really. Dori is very kindly at heart and also looks out for Bilbo Baggins when he is in peril.

If Bilbo Baggins is within 3" of Dori, he may spend Dori's Might, Will and Fate points as if they were his own.

Nori the Dwarf (Dwarf) ..... 60 points

Nori views right and wrong differently from more or less any other Dwarf he's ever met, which has led him to spend plenty of time in hiding or on the run. Still, when his brothers need his aid, he will always answer, regardless of the risk – for at heart, he is a fearless adventurer.

Mv	F	S	D	A	W	C
5"	5/4+	4	5	2	2	5

M	W	F
2	1	1

WARGEAR
Two-handed mace.

OPTIONS
Pony ..... *5 points*

SPECIAL RULES
Weapon Master. Nori has spent a lot of time travelling the world and fighting with many different 'borrowed' weapons.

Nori is never considered unarmed, and never suffers the usual -1 penalty to the Duel roll for fighting with a two-handed weapon.

Bilbo Baggins (Hobbit) ..... 60 points

Burglar, adventurer and treasure hunter are all things that Bilbo Baggins was not, yet still he found himself on the quest to Erebor alongside Thorin's Company. Fate, it seems, placed the Hobbit on the journey, and though small of stature, his part in the adventure is a great one.

Mv	F	S	D	A	W	C
4"	3/3+	2	3	1	2	6

M	W	F
1	3	3

OPTIONS
Pony ..... *5 points*
Sting ..... *5 points*
The Ring ..... *Free*

Sting. Sting is a dagger of Elven-make, a weapon forged as the bane of Evil creatures.

The bearer of Sting has +1 Strength.

SPECIAL RULES
Resistant to Magic, Throw Stones.

It Has Not Yet Awoken: The Ring is yet to return to its full malice.

Bilbo Baggins ignores the My Precious and Sauron's Will sections of the Ring's rules.

Gandalf the Grey (Wizard)..... 170 points

Known by many names in the tongues of Men, Elves and Dwarves, Gandalf is a Wizard who has travelled the length and breadth of Middle-earth. His involvement in the quest to Erebor is mysterious and conceals an important purpose beyond that of helping the Dwarves recover their treasure.

Mv	F	S	D	A	W	C
6"	5/4+	4	5	1	3	7

M	W	F
3	6*	3

WARGEAR
*Staff of Power (pg 69), and Narya.

Glamdring. Glamdring is an ancient Elf blade, rescued from a Troll hoard.

Glamdring is a sword (pg 70). When Gandalf fights with Glamdring (instead of his staff), he adds +1 to his Strength characteristic, giving him a Strength of 5.

Narya. Gandalf is the bearer of Narya, the Ring of Fire and one of the Three Elven Rings.

Gandalf can re-roll his dice when using Fate points.

OPTIONS
Horse ..... *10 points*

MAGICAL POWERS

	Range	Casting
Cast Blinding Light	self	2+
Command	12"	4+
Immobilise	12"	3+
Sorcerous Blast	12"	5+
Strengthen Will	12"	4+
Terrifying Aura	self	2+

Saruman the White (Wizard) ..... 150 points

Greatest of the Council of Wizards, Saruman is an incredibly shrewd and perceptive individual. His part in the great fight against Evil tends to be advisory in nature, but his ability to use magical powers in battle easily outstrips either Radagast or Gandalf.

Mv	F	S	D	A	W	C
6"	5/4+	4	5	1	3	7

M	W	F
3	6*	3

WARGEAR
*Staff of Power (pg 69).

OPTIONS
Horse ..... *10 points*

SPECIAL RULES
Voice of Curunír. It is said that Saruman's greatest power is his voice.

The range of Saruman the White's Stand Fast! is 12" rather than 6" and, unlike other Heroes' Stand Fast! rolls, can affect other Heroes.

Consuming Rivalry. Saruman resents Gandalf, and often sees him as a nuisance.

Saruman will never move as part of a Heroic Action called by Gandalf, nor will he accept Gandalf's aid in the form of the *Strengthen Will* spell – if Gandalf casts this magical power on Saruman, it has no effect.

MAGICAL POWERS

	Range	Casting
Command	18"	3+
Immobilise	18"	2+
Sorcerous Blast	12"	4+
Terrifying Aura	self	2+

Radagast the Brown (Wizard)..... 150 points

Radagast is another member of the Council of Wizardry, a sage and subtle character whose true wisdom is perhaps concealed behind his dishevelled and eccentric exterior. His concern for birds and beasts has granted him some curious allies.

Mv	F	S	D	A	W	C
6"	5/4+	4	5	1	3	7

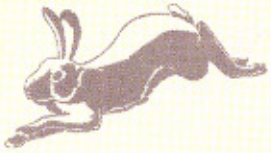
M	W	F
3	6*	3

WARGEAR
*Staff of Power (pg 69).

OPTIONS
Sebastian ..... *5 points*
Horse ..... *10 points*
Sleigh ..... *45 points*

SPECIAL RULES
Master of Birds. Radagast is frequently accompanied by flocks of birds that act as his eyes and ears.

Radagast is always assumed to have Line Of Sight to any point on the battlefield.



One with Nature. Radagast has a strong connection with nature and so is able to blend in with his surroundings and is used to travelling through all manner of wilderness.

Whilst on foot, Radagast may move through areas of difficult terrain without penalty and is always considered to be wearing an Elven cloak (pg 72).

Sebastian. Radagast's good friend Sebastian is a hedgehog of unusual quality.

If Radagast is accompanied by Sebastian, he may always make an additional Attack in close combat, with a Fight value and Strength of 1 (roll a separate dice for Sebastian) which cannot be altered by Might points.

MAGICAL POWERS

	Range	Casting
Aura of Dismay	self	5+
Immobilise	12"	3+
Panic Steed	12"	2+
Renew	12"	3+
Terrifying Aura	self	2+

Radagast's Sleigh

Although rickety and crudely designed, Radagast's Sleigh is very nimble and able to zoom through his woodland home with ease. Radagast's Sleigh is a Cavalry mount with the following profile:

Mv	F	S	D	A	W	C
10"	3/6+	2	3	4	4	2

If Radagast dismounts from his sleigh or is slain, remove the sleigh from play.

SPECIAL RULES
Woodland Creature.

Galadriel (Elf) ..... 130 points

Galadriel is foremost amongst the enemies of the Dark Lord Sauron. It is said that amongst all of the forces arrayed against him, Sauron fears Galadriel the most, for she is an Elven lady of unequalled power, wise and cunning in the ways of magic and in command of all the warriors of Lórien.

Mv	F	S	D	A	W	C
6"	6/3+	3	3	1	3	7

M	W	F
3	6	3

WARGEAR

Galadriel is unarmed but wears Nenya.

Nenya. This unobtrusive ring is one of the Three Elven Rings.

Galadriel can re-roll her dice when using Fate points.

OPTIONS

Mirror of Galadriel ..... *25 points*

Mirror of Galadriel. In this mirror, Galadriel perceives more than mere reflections.

The mirror is deployed within 6" of Galadriel at the start of the game – it cannot subsequently be moved. At the end of each turn, one Good Hero within 6" of the mirror can recover their Fate to its starting value.

SPECIAL RULES

Terror, Woodland Creature.

The Lady of Lothlórien. Galadriel can expend a single point of Will each turn without depleting her own store.

MAGICAL POWERS

	Range	Casting
Blinding Light	self	2+
Command	12"	4+
Immobilise	12"	3+

Elrond (Elf) ..... 160 points

Elrond Half-elven is the master of the Last Homely House, a High Elf of noble birth who has dedicated much of his life towards thwarting the schemes of Sauron. In Rivendell, perhaps the greatest stronghold of the Elves, Elrond maintains a safe haven from the wider world, and there offers council and refuge to those who share his goals.

Mv	F	S	D	A	W	C
6"	6/3+	4	5	3	3	7

M	W	F
3	3	3

WARGEAR

Elven blade and Vilya.

OPTIONS

Heavy armour ..... *10 points*
Horse ..... *10 points*

Vilya. This beautiful Elven ring contains great power from an ancient time.

Thanks to the power of Vilya, one of the Three Elven Rings, Elrond can re-roll his dice when using Fate points.

SPECIAL RULES

Terror, Woodland Creature.

MAGICAL POWERS

	Range	Dice Score
Nature's Wrath	-	4+
Renew	12"	3+

Lindir (Elf) ..... 60 points

A steward in the house of Elrond, Lindir is an Elven noble, a skilled musician and a trusted advisor to the master of Rivendell. Lindir is a fine warrior, but his true value to Elrond is as a councillor.

Mv	F	S	D	A	W	C
6"	5/3+	4	4	1	2	6

M	W	F
1	3	1

WARGEAR
Elven blade.

OPTIONS
Heavy armour..... *10 points*
Horse..... *10 points*

SPECIAL RULES
Woodland Creature.

Song to Elbereth. Lindir knows many beautiful, enchanting songs.

When he moves, Lindir may sing out the words of a beautiful, haunting song. All friendly models within 6" of Lindir before he moves gain the Resistant to Magic special rule until the end of the turn.

Wise Council. Elrond has learned to lean on the wisdom of Lindir.

If Lindir is within 3" of Elrond, Elrond may spend a single Will point per turn without deducting it from his store – Elrond may do this even if he has no Will remaining.

Rivendell Knight Captain (Elf) .....85 points

Rivendell is the Last Homely House, a place of peace and tranquillity, where the weary and wise can find peace and respite. But it is only kept that way by powerful warriors and constant vigilance. Those warriors who rise to become the Captains of Elrond's household are invariably brave, skilled and dedicated fighters, as well as natural leaders.

Mv	F	S	D	A	W	C
6"	6/3+	4	6	2	2	6

M	W	F
2	1	1

WARGEAR
Heavy armour, lance, Elven blade, Elf bow and horse.

OPTIONS
Shield..... *5 points*

SPECIAL RULES
Woodland Creature, Expert Rider.

Thror (Dwarf) ..... 140 points

Thror was the king of the Lonely Mountain at the height of its glory. Possessor of the Arkenstone and a ring of power, he was gold-hungry – a fact that blinded him to his eventual fate. In spite of his failings, however, he was a powerful warrior and a goodly king, and as such his kinsmen followed him willingly into battle.

Mv	F	S	D	A	W	C
5"	6/4+	4	8	3	3	6

M	W	F
3	3	1

WARGEAR
Dwarf heavy armour and two-handed axe.

Arkenstone. An heirloom that is perhaps the most treasured item amongst all those of Durin's folk, the Arkenstone glows as if with an inner light.

The bearer of the Arkenstone passes Fate rolls on the score of a 3+. In addition, when taking a Fate roll, if the roll is a 4 or better, there is no need to expend the Fate point at all; it is free.

Ring of Thror. Thror's ring is a powerful item, forged with great magics in ages long past.

While he possesses it, Thror is Fearless.

Thrain (Dwarf) ..... 140 points

Thror's heir, Thrain, is a grim warrior who bears the scars of many hard-fought battles. Stoically loyal to his father, Thrain commands the army of the Lonely Mountain at his behest. When Thror was slain in such a humiliating manner by Azog, Thrain plotted and led a mighty army against him in arguably the greatest battle in the history of the Dwarves.

Mv	F	S	D	A	W	C
5"	6/4+	4	8	3	3	6

M	W	F
3	3	3

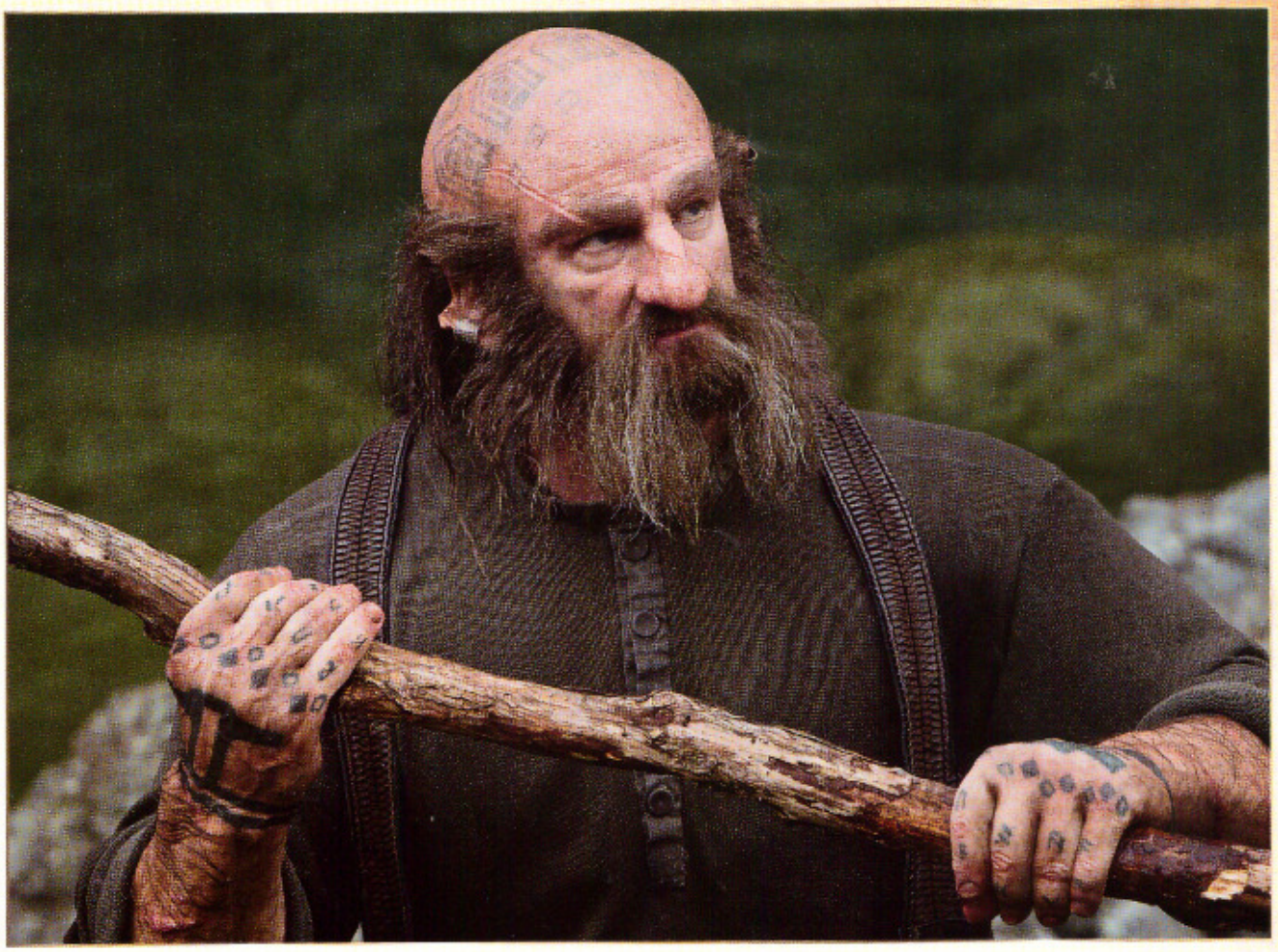
WARGEAR
Dwarf heavy armour and two-handed axe.

SPECIAL RULES
Durin's Heir. When Thrain called the banners of the Dwarven Holds to avenge his father, untold thousands of warriors answered him.

Thrain's Stand Fast! rolls cover the whole battlefield.

Blood Feud. Azog slew Thrain's father, an insult that cannot be borne.

Thrain re-rolls all failed close combat To Wound rolls against Azog, and any model in the same army as Azog.



Captain of Erebor (Dwarf) ..... 60 points

The Dwarf holds boast formidable armies of well-drilled fighters who muster under the command of Captains. These sturdy warriors are veterans of many battles, natural leaders to whom their kinsmen readily look when the fighting grows fierce.

Mv	F	S	D	A	W	C
5"	5/4+	4	7	2	2	5

M	W	F
2	1	1

WARGEAR
Dwarf armour.

OPTIONS
Shield..... *5 points*

Grim Hammer Captain (Dwarf)..... 70 points

The Captains of the Grim Hammers are chosen by their peers for their strength, courage and headstrong nature. In battle they can be counted upon to fight where the going is hardest, their mighty pick-hammers smashing shields and cracking skulls with brutal efficiency.

Mv	F	S	D	A	W	C
5"	5/4+	4	7	2	2	5

M	W	F
2	1	1

WARGEAR
Dwarf armour, two-handed pick-hammer and throwing weapons.

SPECIAL RULES
Pick-hammer. The Grim Hammers carry heavy weapons, for which they are named.

Pick-hammers are two-handed weapons, which can use either the Bash or Piercing Strike Special Strikes (see page 70).

Gwaihir (Great Eagle, Monster)..... 125 points

Although Gwaihir and his great eagles care little for the strivings of the earth-bound Men and Dwarves, they often find common cause against evil creatures such as Orcs and Wargs. Gwaihir himself is the mightiest and most noble of the Eagles, known as the Windlord, and his power and dominion are incredible.

Mv	F	S	D	A	W	C
12"	8/4+	6	8	2	3	6

M	W	F
1	1	1

SPECIAL RULES
Terror, Fly.

Lord of the Eagles. Though Gwaihir is a noble creature, his intelligence is known only to few.

Only Great Eagles may use his Stand Fast! or benefit from his Heroic Actions.

Good Warriors

Knight of Rivendell (Elf, cavalry).....21 points

An elite band of warriors formed of the nobles in Elrond's house, the Knights of Rivendell are formidable cavalrymen. On the hunt, these knights are all but unstoppable. Their devastating charges leave shield walls in tatters, whilst their nimble steeds can weave and dodge through even dense woodland with graceful ease.

Mv	F	S	D	A	W	C
6"	5/3+	3	5	1	1	5

WARGEAR
Heavy armour, lance, Elven blade, Elf bow and horse.

OPTIONS
Shield..... *1 point*
Banner..... *25 points*
War horn..... *30 points*

SPECIAL RULES
Woodland Creature, Expert Rider.

Warrior of Erebor (Dwarf) ..... 8 points

The Garrison of Erebor consisted of a mighty throng of warriors – well trained and highly disciplined Dwarven fighters whose loyalty to their king was unflinching. Clad in fine Dwarf-wrought armour and wielding weapons that were the envy of Middle-earth, these sturdy soldiers were a match for almost any foe.

Mv	F	S	D	A	W	C
5"	4/4+	3	6	1	1	4

WARGEAR
Dwarf armour.

OPTIONS
Spear ..... *1 point*
Shield ..... *1 point*
Banner ..... *25 points*
War horn ..... *30 points*

Grim Hammer (Dwarf) ..... 11 points

When the Dwarves gather to mete out a terrible vengeance, the vanguard is often made of Grim Hammers. Stalwart Dwarf warriors shod head to toe in gleaming battle plate and shining mail, they advance with deadly intent. With vicious pick-hammers and sharp-bladed axes they prepare to claim bloody vengeance for their kinsmen.

Mv	F	S	D	A	W	C
5"	4/4+	3	6	1	1	4

WARGEAR
Dwarf armour, two-handed pick-hammer and throwing weapons.

Pick-hammer. The Grim Hammers carry heavy weapons, for which they are named.

Pick-hammers are two-handed weapons, which can use either the Bash or Piercing Strike Special Strikes (pg 70).

OPTIONS
Banner ..... *25 points*
War horn ..... *30 points*

Great Eagle (Great Eagle, Monster) ..... 90 points

Borne aloft on soft and silent wings, the Windlord's host of Great Eagles hunt far and wide in the valleys around the Misty Mountains. Their speed on the wing, combined with their razor sharp beaks and talons, spell doom for those they deem foe.

Mv	F	S	D	A	W	C
12"	7/4+	6	8	2	3	5

SPECIAL RULES
Terror, Fly.

Evil Heroes

Azog (Orc) ..... 175 points

Azog was a mighty Orc chieftain and a defiler of the dead. He was slain long ago, at the hands of Dain Ironfoot, and never heard of again. Now, however, rumours tell of an Orc matching his description who rides a white Warg...

Mv	F	S	D	A	W	C	M	W	F
6"	7/5+	5	5	3	3	5	3	3	1

WARGEAR
Armour and two-handed axe.

OPTIONS
Lance ..... *5 points*
The White Warg ..... *50 points*

SPECIAL RULES
Burly.

I am the Master. Azog is a jealous leader, and will fight any who threaten his rule.

When rolling To Wound an enemy Hero after winning a Fight, Azog always wounds his foe on a 3+, regardless of their Defence.

The White Warg (Warg)

This Warg is so savage and fierce that all creatures around it are cowed by its raw, animalistic fury.

Mv	F	S	D	A	W	C	M	W	F
10"	5/5+	4	5	2	2	4	3	1	1

SPECIAL RULES
Raging Beast. The clamour of battle drives the White Warg into a relentless rage.

When Azog dismounts, the White Warg automatically passes its Courage test to stay and fight. Additionally, it will automatically pass all Courage tests.

Pack Master. The White Warg is a feral beast.

Only Wild Wargs, Fell Wargs and Wild Warg Chieftains may use the White Warg's Stand Fast! rule or benefit from its Heroic Actions.

Fimbul (Orc) ..... 50 points

Azog's wily lieutenant, Fimbul is a vicious fighter and an experienced tracker who will doggedly pursue an enemy without ever tiring of the chase.

Mv	F	S	D	A	W	C	M	W	F
6"	5/5+	4	5	2	2	4	3	1	1

WARGEAR
Armour, sword and Orc bow.

OPTIONS
Fell Warg ..... *10 points*

SPECIAL RULES
Expert Rider.

Hunt Master. Fimbul's ability to stalk the foe extends across all types of ground.

Fimbul ignores the penalties suffered by Cavalry models attempting to move in difficult terrain – this even enables him to gain the bonuses for charging!

Narzug (Orc) ..... 50 points

Another of Azog's followers, Narzug is an expert shot, even from the saddle of a racing Fell Warg.

Mv	F	S	D	A	W	C	M	W	F
6"	4/4+	4	5	2	2	4	3	1	1

WARGEAR
Armour, sword and Orc bow.

OPTIONS
Fell Warg ..... *10 points*

SPECIAL RULES
Expert Rider.

Lethal Aim. Narzug possesses a deadly aim.

Each turn, Narzug may spend a single Might point without having to reduce his store (even if he has none remaining) to modify either a To Hit roll, an In The Way roll or a To Wound roll.

Bolg (Orc) ..... 175 points

Every bit as powerful and ruthless as his father, Bolg is now king, and Orc holds and Goblin haunts throughout the Misty Mountains are in his thrall.

Mv	F	S	D	A	W	C
6"	7/5+	5	7	3	3	5

M	W	F
3	3	1

WARGEAR
Heavy armour and two-handed pick.

SPECIAL RULES
Burly.

The Bringer of Death. Slaughter and torture are Bolg's stock in trade. Those who face him in battle are overawed by his murderous nature.

Every time that Bolg slays an enemy model, take note of it. Once he has killed two or more enemies, he causes Terror. Once he has killed five or more enemies, he also gains the Harbinger of Evil special rule. Once he has killed ten or more enemies, he may spend a single Might point each turn without depleting his Might store.

Hunter Orc Captain (Orc) ..... 45 points

There are dozens of warbands of Hunter Orcs who answer to the call of their leader, Azog. At the head of each of these is a seasoned veteran, practiced in the arts of stealthy murder and dedicated to long, often gruelling pursuits.

Mv	F	S	D	A	W	C
6"	4/5+	4	5	2	2	3

M	W	F
2	1	1

WARGEAR
Armour.

OPTIONS
Two-handed weapon ..... *5 points*
Orc bow ..... *5 points*
Fell Warg ..... *10 points*

SPECIAL RULES
Many Blades. Hunter Orcs carry a variety of long knives, wicked swords and other, stranger weapons into battle.

When fighting on foot, a Hunter Orc Captain receives +1 Attack.

William (Bill) (Troll, Monster) ..... 150 points

A voraciously hungry Troll whose endless days of eating nothing but roast mutton have started to grate upon him, Bill Huggins is a brutal, towering thug. Having led his comrades into the woodland of the Trollshaws, Bill is the nominal leader of this peculiar band of Trolls and certainly the strongest amongst them.

Mv	F	S	D	A	W	C
6"	7/5+	7	7	3	3	4

M	W	F
3	1	1

WARGEAR
Dagger.

Magic Purse. However unlikely it might seem, Bill has somehow come upon an enchanted purse – the self-same item that warns the towering Troll that a thieving Hobbit is attempting to steal from him. Enemy models never double their Attacks when making Strikes against Bill if he is Trapped in a Fight.

OPTIONS
Campfire..... *15 points*

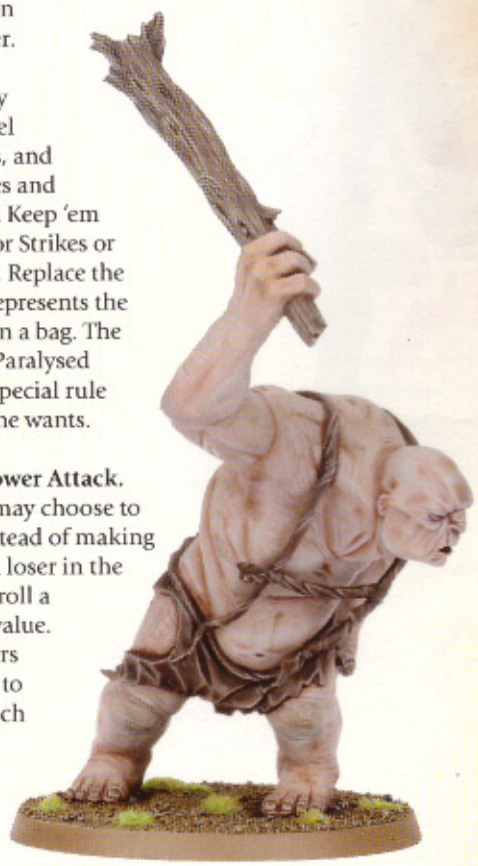
Campfire: After forces are deployed, but before the first turn begins, place the campfire anywhere on the board outside of the Good deployment area. If Tom, Bill or Bert are within 6" of the campfire, they receive the Resistant to Magic special rule, and +1 Courage.

SPECIAL RULES
Terror, Throw Stones.

Keep 'em for Later. The three Trolls are happy to bludgeon their foes and eat them later.

If a Troll wins a Fight he may choose one man-sized model (including mounted models, and smaller foes such as Dwarves and Hobbits) from the Fight and Keep 'em for Later instead of rolling for Strikes or using a Brutal Power Attack. Replace the model with a counter that represents the unfortunate victim stuffed in a bag. The model thereafter counts as Paralysed (pg 80). A model with this special rule can use it as many times as he wants.

Mince 'em Fine – Brutal Power Attack. When Bill wins a Fight, he may choose to perform Mince 'em Fine instead of making Strikes as normal. Choose a loser in the Fight – that model and Bill roll a D6 and add their Strength value. If Bill wins, the victim suffers a number of Wounds equal to the difference – each of which may be prevented by a Fate point in the usual way. Regardless of who wins, the victim then Backs Away as normal.



Bert (Troll, Monster) ..... 110 points

Bert is the weakest of the three Trolls that Thorin and his Company stumble upon. Of course, weak is a relative term – he is still strong enough to uproot small trees and grind bones into dust... if only he could shake his nagging cold.

Mv	F	S	D	A	W	C
6"	6/5+	6	6	3	3	3

M	W	F
1	3	1

WARGEAR
Dagger.

SPECIAL RULES
Terror, Throw Stones, Keep 'em for Later (see above).

Roast 'em Slowly – Brutal Power Attack. When Bert wins a Fight he may choose to perform Roast 'em Slowly instead of making Strikes as normal if there is a fire within 6" of him. Choose a losing model in the Fight and remove it from play, replacing it touching the fire. That model is immediately Set Ablaze, as explained on page 83.

Lingering Cold. Bert has a lousy cold that simply won't go away, and he is likely to sneeze all over anyone who gets too close to him.

During a Fight that involves him, before making a Duel roll, Bert may expend a Will point to halve the Fight value of a single foe in base contact, as he sneezes on his victim.

Tom (Troll, Monster).....130 points

Tom is a Troll in an awkward position. He's neither the leader, nor the weakest of the group, and the alternating deference and bullying this requires confuses him greatly. He's also been hungry for weeks with nothing to eat but villagers and relentless, boring roast mutton, so Tom is a grumpy, angry Troll – if only he had some Dwarves to take it out on…

Mv	F	S	D	A	W	C
6"	7/5+	7	7	3	3	4

M	W	F
2	1	1

WARGEAR
Dagger.

SPECIAL RULES
Terror, Throw Stones, Keep 'em for Later.

Squash 'em to Jelly – Brutal Power Attack. Tom stamps about himself with a mixture of rage and glee, crushing his victims into jelly.

When Tom wins a Fight, he may opt to Squash 'em to Jelly instead of making Strikes as normal. Every enemy model involved in the Fight (not those supporting with spears or pikes) suffers a Strength 7 hit. Any who survive are knocked Prone.

The Goblin King (Goblin, Monster)..... 120 points

Across the Misty Mountains and beyond, there are scores of small Goblin holds – survivors of the great wars against the Dwarves. Each such stronghold is ruled over by a tyrant of some kind – a fierce fighter or a bully with a cunning mind. Goblin Town, as the dismal, sinister realm that Thorin and his company are dragged into is known, is ruled by perhaps the greatest of these Goblin lords. He is called the Goblin King, or the Great Goblin, and he brooks no trespassers into his foul realm.

Mv	F	S	D	A	W	C
6"	6/5+	5	5	3	3	3

M	W	F
3	2	1

WARGEAR
Two-handed pick.

SPECIAL RULES
Terror, Burly, Cave Dweller, Resistant to Magic.

Relentless Advance. When the Goblin King Charges, any Goblins in his way are in serious danger.

When the Goblin King Charges into combat, he can pass 'through' friendly Goblins when he moves. Each Goblin he moves through suffers a Strength 3 hit. Any Goblin that he ends his move on is automatically removed as a casualty.

Blubbery Mass. The King's vile, blubbery flesh absorbs blows with ease.

Every time the Goblin King is wounded, roll a D6. On a 3+, the Wound is ignored. Magical powers, Glamdring, Orcrist and Sting ignore this ability.

Goblin Projectile. The Goblin King will readily hurl nearby Goblins at foes if it suits him.

In the Shoot phase, if there is a Goblin in base contact with the Goblin King (and neither are engaged in combat), the Goblin King may make a special shooting attack with a range of 12". Remove the Goblin, roll To Hit and take any In The Way tests for the shooting attack. The shot is resolved at Strength 8 and will automatically knock Prone any model that it hits.

Grinnah (Goblin) .....40 points

The Goblin King's lieutenant, Grinnah has a position of significant power within Goblin Town. Grinnah is tall, rangy and possessed of an evil temperament. Whilst he wields a cruel scourge with some skill, his greatest strength lies in his ability to manipulate those around him through a mixture of fear and trickery.

Mv	F	S	D	A	W	C
5"	3/5+	4	4	2	2	3

M	W	F
3	1	1

WARGEAR

Scourge. This is a throwing weapon with a Range of 2" and a Strength of 2.

SPECIAL RULES

Cave Dweller, Chittering Hordes (pg 192).

Swap With Me. Grinnah has an uncanny knack of duping other nearby Goblins into harm's way instead of himself.

Swap With Me is a special Heroic Action that Grinnah can use at the start of any phase. Using Swap With Me enables Grinnah to swap places with a friendly Goblin (except the Goblin Scribe) within 3". This does not count as moving. If there is no room to place the swapped model, you must choose another, or the Heroic Action is wasted.

The Goblin Scribe (Goblin) .....50 points

A small, malevolent creature, the Goblin Scribe records all the plunder brought in to Goblin Town. Weak in body, but with a sinister intellect, his knowledge of Goblin Town's resources gives his master a genuine advantage in the heat of battle.

Mv	F	S	D	A	W	C
0"	1/5+	2	2	1	1	3

M	W	F
0	1	1

WARGEAR

The Goblin Scribe is unarmed.

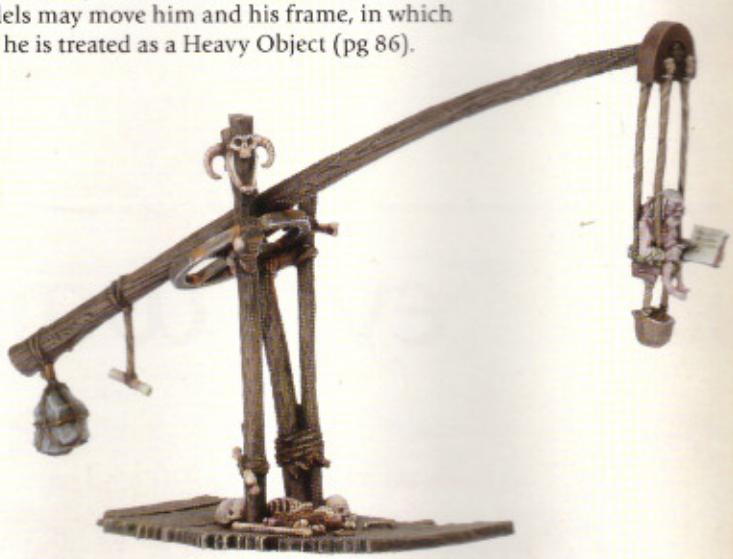
SPECIAL RULES

Always More Where They Came From. The Scribe always knows where to find extra troops.

At the end of his move phase, the Goblin Scribe may opt to take a Courage test. If he passes, you may move D3 (+1 for each point that he passed his test by) extra Goblin Warriors onto the board – from an edge chosen by the controlling player.

Immobile. The Goblin Scribe is withered and feeble and cannot move under his own steam.

The Goblin Scribe is automatically Trapped if he loses a Fight. In the Move phase friendly models may move him and his frame, in which case he is treated as a Heavy Object (pg 86).



Goblin Captain (Goblin).....35 points

Goblin Town teems with incalculable hordes of repellent creatures, all bent to the malevolent will of the Goblin King. Some rise above the status of their peers, to become Captains, leaders amongst the Goblin throng.

Mv	F	S	D	A	W	C
5"	3/5+	4	4	2	2	3

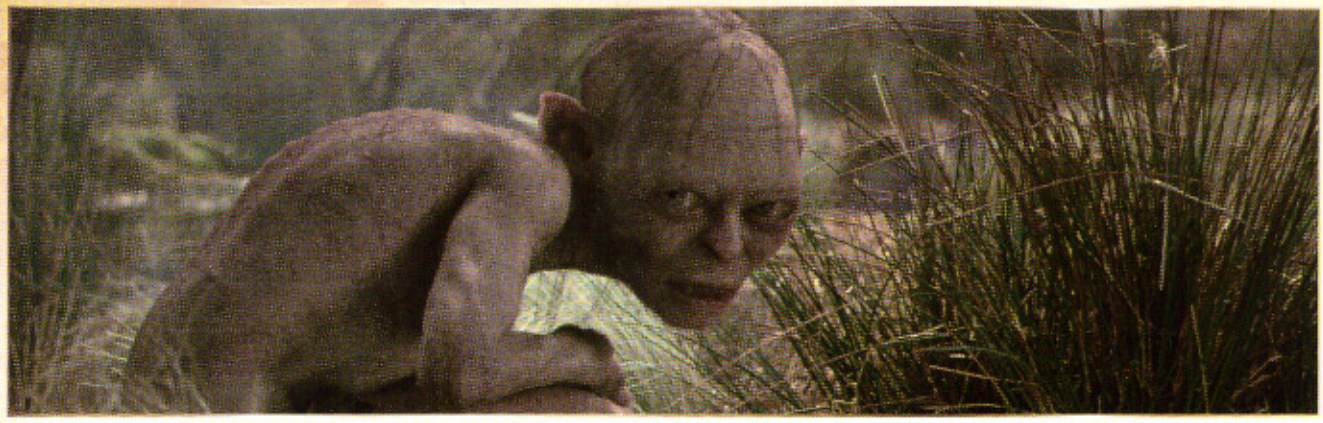
M	W	F
2	1	1

SPECIAL RULES

Cave Dweller, Chittering Hordes (pg 192).

OPTIONS

Two-handed axe .....*5 points*



Gollum (Hobbit) ..... 35 points

Deep in the caverns beneath the Misty Mountains lives a pallid, gangrel creature with luminous eyes and long strangling fingers. Whilst he has fish to feast upon, and his precious for company he cares little for the world. Rob him of his precious Ring, however, and his wrath is swiftly kindled.

Mv	F	S	D	A	W	C
5"	5/4+	4	4	2	2	4

M	W	F
1	0	1

SPECIAL RULES
Cave Dweller.

The Precious. Unless there is another Ringbearer (such as Bilbo Baggins, Frodo or even Isildur or Sauron himself) in play Gollum always has the Ring. Should the Ringbearer be slain in a Fight involving Gollum, Gollum automatically recovers the Ring; add it to his wargear.

Strangler. Gollum has become practiced at quietly slaying his food, whether it is fish, fowl or something worse. Gollum is never considered to be unarmed.

Evil Warriors

Goblin Warrior (Goblin) ..... 4 points

The denizens of Goblin Town are stunted, degenerate creatures that have been afflicted by all manner of mutations and deformities. Their sinister appearance is quite fitting, however, for they are spiteful, evil creatures with a penchant for cruelty and violence. Individually weak, feeble even, as a group these Goblins overwhelm their foes with weight of numbers and shocking feats of violence.

Mv	F	S	D	A	W	C
5"	2/5+	3	3	1	1	2

OPTIONS
Two-handed axe ..... *1 point*

SPECIAL RULES
Cave Dwellers.

Chittering Hordes. Goblins are so eager to get to grips with their enemy that they clamber over one another to stab at the foe.

Models with this rule can support as if they had spears (pg 69), with the exception that they can only ever support another model with the Chittering Hordes rule. A supporting model does get the benefit of having a two-handed weapon, if he has one.

Fell Warg (Warg) ..... 9 points

Powerfully muscled, with thick matted fur, Fell Wargs would be considered fearsome even before one saw the dark glow in their eyes and realised that they are possessed by a sinister eldritch force.

Mv	F	S	D	A	W	C
10"	3/-	4	4	1	1	2

SPECIAL RULES

Fell Sight. Raised in the eldritch dungeons of Dol Guldur, these Wargs can track their foes in the direst of circumstances.

A Fell Warg (or a model riding one) does not require Line of Sight to its enemy to Charge it.

Hunter Orc (Orc) ..... 8 points

The fast-moving and fanatical Hunter Orcs serve as the right hand of Azog, a relentless band who will stop at nought to slay his quarry.

Mv	F	S	D	A	W	C
6"	3/5+	4	4	1	1	2

WARGEAR

Armour.

OPTIONS

Two-handed weapon ..... 1 point
Orc bow ..... 1 point
Fell Warg ..... 8 points
Banner ..... 25 points
War horn ..... 30 points

SPECIAL RULES

Many Blades. Hunter Orcs carry a variety of long knives, wicked swords and other, stranger weapons into battle.

When fighting on foot a Hunter Orc receives +1 Attack.

Fell Warg. See above.

ARMIES

All of the models listed in this rules manual belong to an army list – this is an easy way of organising your models into a collection ready for use in a Points Match battle, as described on page 99. Some of these army lists also feature their own special warband rules, which alter the way you choose them for your army or use them on the battlefield.

Thorin's Company

This army may include: Thorin Oakenshield, Dwalin, Balin, Bifur, Bofur, Bombur, Ori, Nori, Dori, Oin, Gloin, Fili, Kili, Bilbo Baggins and Gandalf the Grey.

This legendary company is the name of the group of brave Dwarves, accompanied by a Wizard and a Hobbit, who journeyed to Erebor.

Thorin's Company Warband Rules

A Thorin's Company army may only include a single warband. Unlike the usual warband limit of a single Hero plus twelve Warriors, Thorin's Company includes only Heroes (potentially fifteen of them), chosen from the following list: Thorin Oakenshield, Dwalin, Balin, Bifur, Bofur, Bombur, Ori, Nori, Dori, Oin, Gloin, Fili, Kili, Bilbo Baggins and Gandalf the Grey.

Elrond's Household

This army may include: Elrond, Lindir, Rivendell Knight Captains and Knights of Rivendell.

Elrond is the lord of Rivendell, and when on the hunt, he is accompanied by an elite band of Knights. These fighters represent the cream of Rivendell's military might.

Radagast's Alliance

This army may include: Radagast the Brown, Gwaihir and Great Eagles.

Radagast, of the Council of Wizardry, is seen as a master of birds and beasts. His kindly nature and gentle wisdom have garnered much loyalty amongst the creatures of the wild.

Army of Thror

This army may include: Thror, Thrain, Thorin Oakenshield, Balin, Dwalin, Captains of Erebor, Grim Hammer Captains, Warriors of Erebor and Grim Hammers.

At the height of Erebor's power, Thror's army boasted thousands of Dwarf warriors, a military force feared and renowned all across Middle-earth.

The White Council

This army may include: Galadriel, Galadriel, Protectress of Lothlórien, Saruman the White, Gandalf the Grey, Radagast the Brown and Elrond.

The White Council is Sauron's chief opponent in the middle years of the Third Age, and perhaps the greatest assembly of wisdom and martial prowess in this age or any other. In battle, the White Council are all but unmatched – such is their cunning and mastery of spells and magical power that any who oppose them risks beguilement or outright destruction, whilst the martial prowess of the Elven lords spells certain death for any Evil creatures brave (or foolish) enough to stand before their immortal fury.

The White Council Warband Rules

A White Council army may only include a single warband. Unlike the usual model limit of a Hero plus twelve Warriors, the White Council includes only Heroes, up to a maximum of ten. In addition to those Heroes listed above, you may also choose from the following Heroes in the Free Peoples supplement, if you have it, as members of the White Council: Círdan, Glorfindel, Erestor, Celeborn and Arwen.

One of Purpose: A member of the White Council adds +1 to the dice roll when attempting to Resist magic so long as there is another member of the White Council within 6".

Azog's Hunters

This army may include: Azog, Bolg, Fimbul, Narzug, Hunter Orcs, Hunter Orc Captains and Fell Wargs.

Azog the Defiler is an Orc renowned for his brutality in battle and for his relentless cruelty.

Goblin Town

This army may include: The Goblin King, Grinnah, The Goblin Scribe, Gollum, Goblin Captains and Goblin Warriors.

A sinister kingdom, lorded over by the giant, bloated form of the Goblin King, Goblin Town is a dishevelled realm inhabited by stunted, twisted creatures. This mockery of a court, with its cruel bully-kind, is home to creatures of a deadly nature, troglodyte denizens of implacable cruelty.

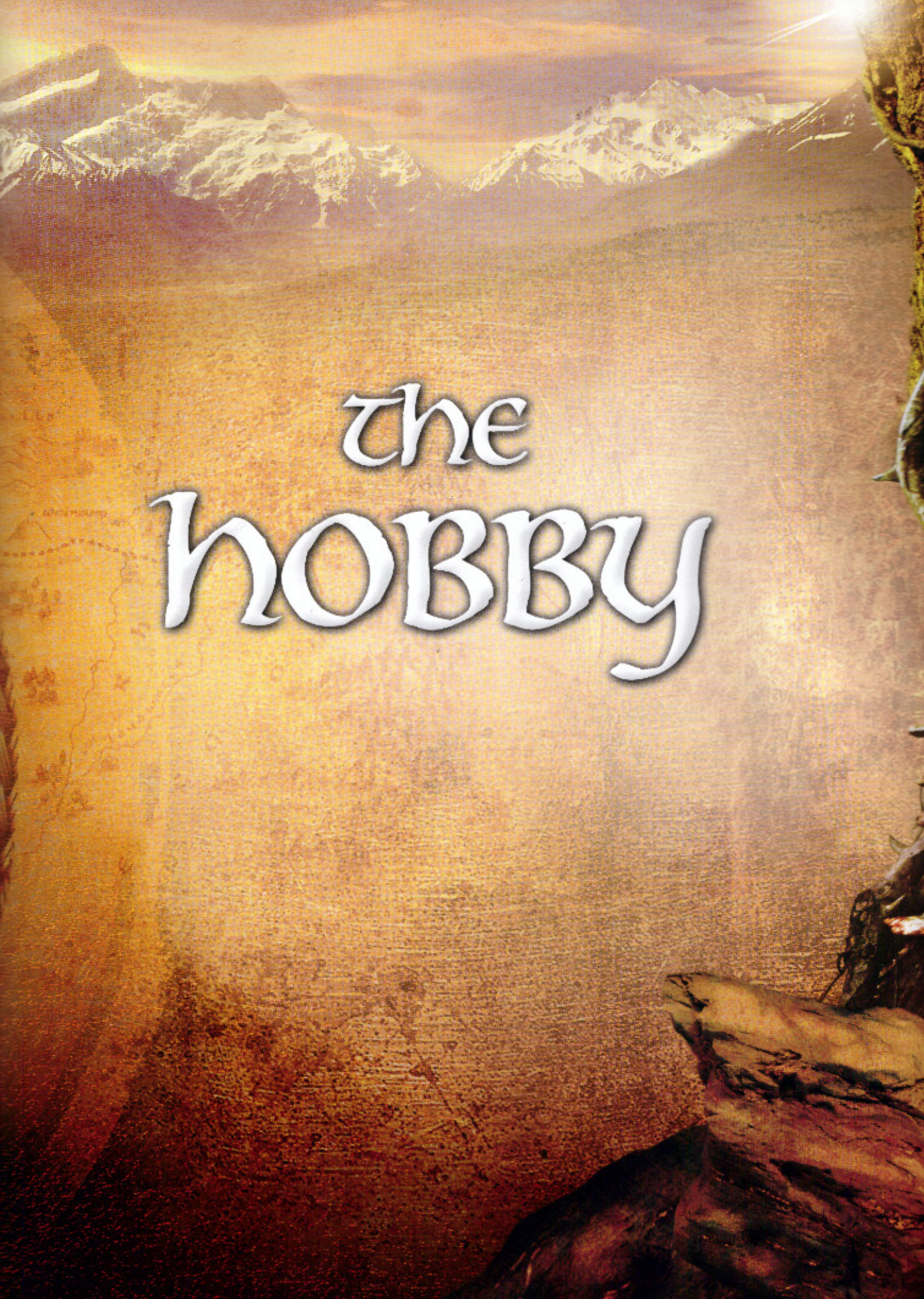
The Trolls

This army may include: William (Bill), Tom and Bert.

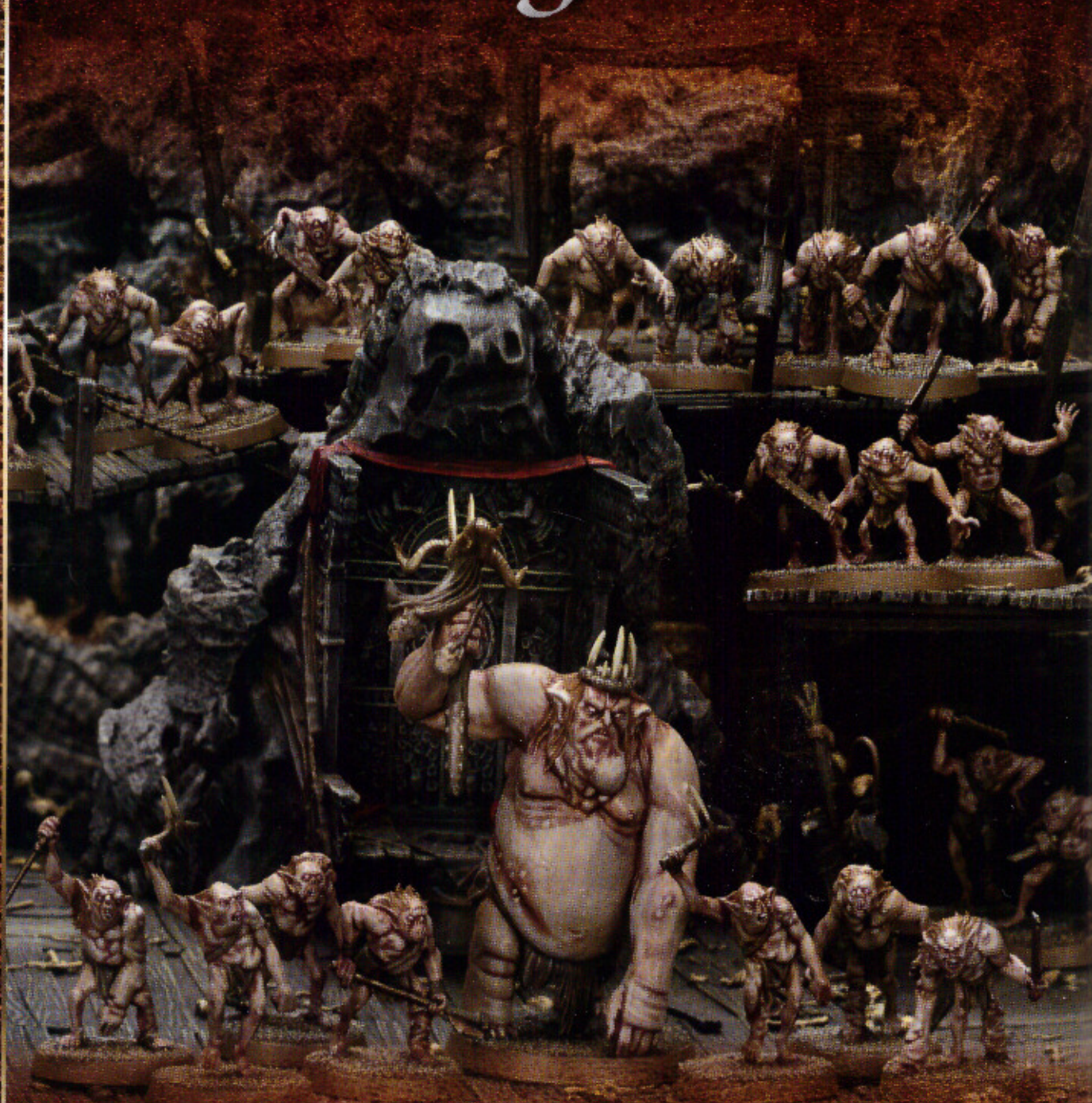
Tom, Bill and Bert are colossal bullies who raid villages and waylay travellers to satisfy their considerable appetites. They are strong, tough and exceedingly dangerous.

The Trolls Warband Rules

The Trolls army is a single warband. Unlike the usual warband limit of a single Hero plus twelve Warriors, the Trolls includes only the three Heroes listed above.


the
HOBBY

COLLECTING MODELS



'...and leisure to make Beautiful things just for the fun of it, not to speak of the most marvellous toys...'

- Thorin Oakenshield, An Unexpected Party

Any great hobby must provide you with lots of ways to spend your time – it needs to be the kind of pastime that you find yourself day-dreaming about when you're waiting for the train, enthusing over during your lunch break and looking forward to continuing when you get home. In that regard, ***The Hobbit: An Unexpected Journey*** **delivers in spades.**

At its heart, this game is a hobby of collecting. Hobbyists invest time, money and enthusiasm gathering their favourite models – sometimes collecting the models to recreate specific scenes, sometimes collecting everything they can from a sense of completeness. Both approaches can prove equally rewarding.

Alongside collecting models sits the enjoyable aspect of the hobby that is assembling and painting your miniatures. If owning the models that you love is a good thing, then pouring passion and craft into carefully building them, and painting them, makes it even more satisfying. Assembling and painting models is something that requires patience and dedication – the reward for which is a great looking collection of Citadel miniatures. Whilst the thought of replicating the amazing paint jobs that you see in this rules manual might seem daunting, even new hobbyists quickly find they can learn the basic skills needed to paint models very quickly – painting miniatures to be proud of for their collections in very short order.

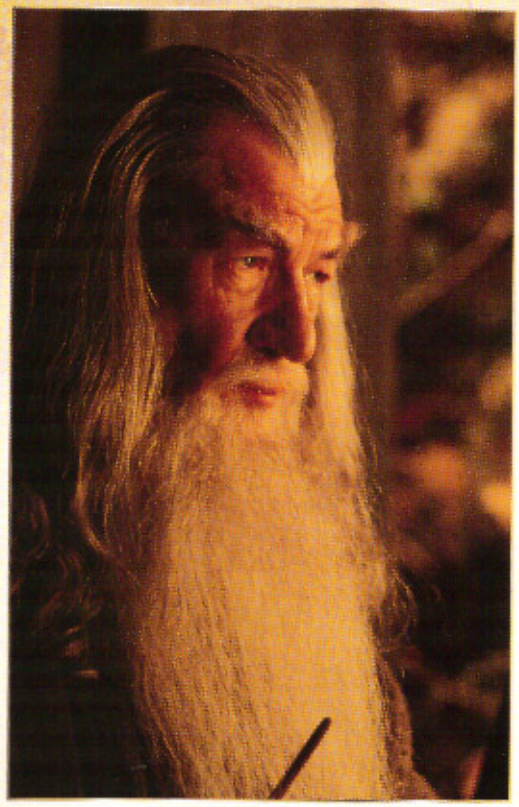
Many collections find themselves displayed in pride of place in display cabinets, on shelves or even in dedicated hobby rooms. The same is true of collections of Citadel miniatures – they are an expression of time and enthusiasm well spent, and their owners are rightly proud of them.

The subject of collecting, and enjoying the hobby in all its glory, is what we will spend the next few pages discussing – looking at how collecting, assembling and painting Citadel miniatures can be an enjoyable pastime in its own right, and how to get stuck in.

NOBLE AMBITIONS

The goal of almost every Games Workshop hobbyist is to collect a veritable horde of finely detailed (and wonderfully painted) Citadel miniatures, along with all the accessories and oddments you could want, and then display them in pride of place on a shelf or, even better, in a display cabinet.

This collection belongs to Chris Peach, and serves as a fantastic example of how some hard work and effort collecting and painting miniatures can produce something stunning to behold!



Your Own Collection

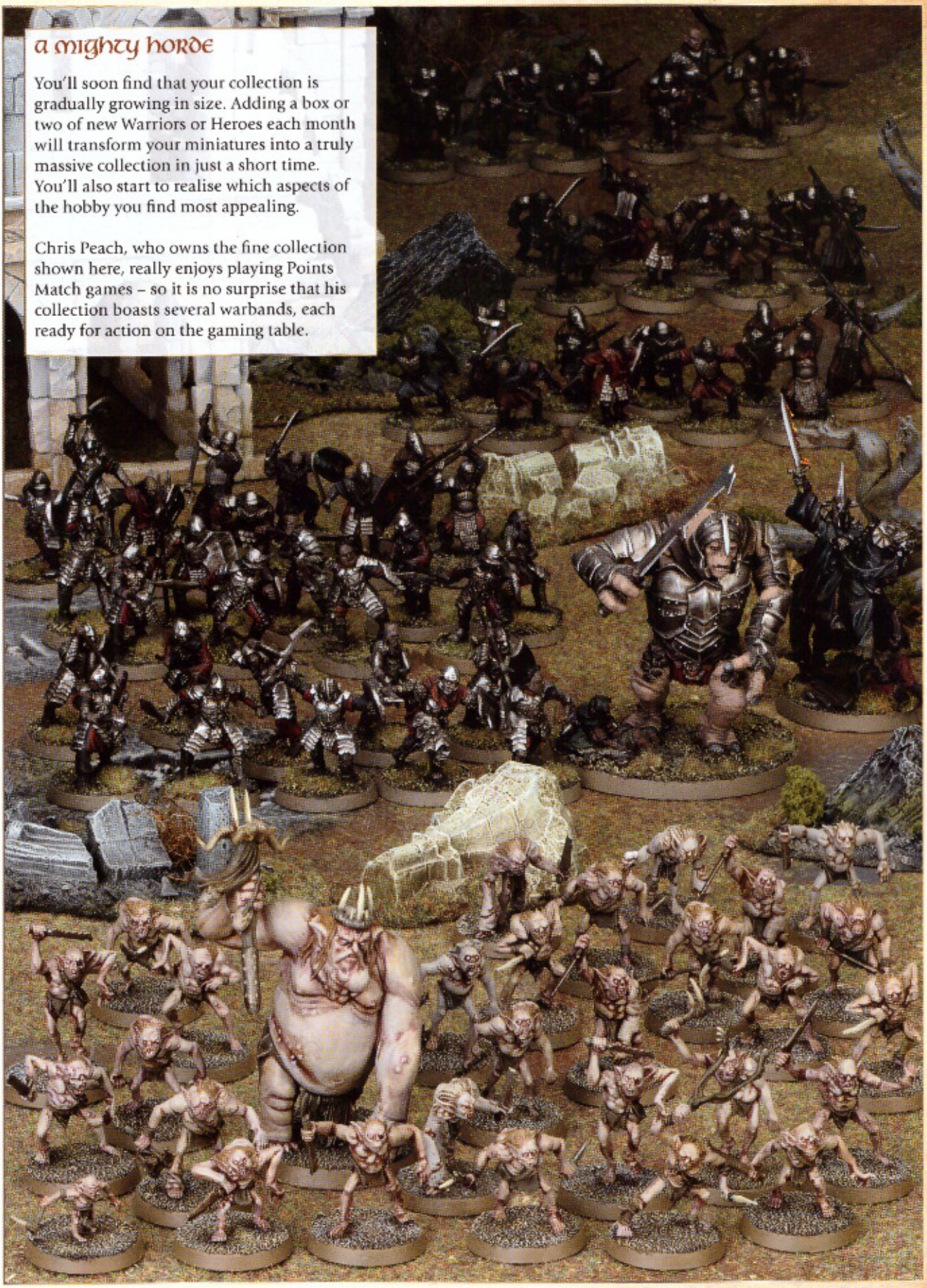
There is something innately satisfying about collecting things that we like, and across the world there are millions of collectors of various items as unusual (or mundane) as bottle tops and postage stamps. Collecting finely detailed Citadel miniatures builds upon the same idea, and many fans of *The Lord of the Rings* Strategy Battle Game already boast impressive collections of Citadel miniatures, depicting the heroes of the Fellowship of the Ring, as well as legions of Orcs and terrifying monsters such as the Balrog – or even the Dark Lord himself.

Collecting Citadel miniatures allows you to own a piece of your favourite story, but hobbyists collect in different ways. Some wish to gather all of the available models, building themselves a 'complete' array of Warriors and Heroes, whilst others work to build a specific theme or force. Perhaps they wish to collect the models and scenery they need to recreate Goblin Town.

In addition to the models themselves, there are plenty of other elements to appeal to your collector bug. As well as Citadel miniatures, there are terrain sets to assemble and paint to make your games even more evocative, or display your models upon. There are also bespoke gaming accessories, such as themed dice, tape measures and so on that will enhance your gaming experience, making it more immersive and enjoyable than ever. One of the nice things about collecting is that there is no real right or wrong way to go about it. As long as you are enjoying building up your collection, it's working.

The Journey Begins

Starting your collection of Citadel miniatures needn't be a vast undertaking. Most hobbyists get started with a copy of Escape From Goblin Town™ or perhaps *The Hobbit: An Unexpected Journey* Paint Set. This picture shows a small collection that boasts the models found in the boxed game and a few extra additions. It's a good starting point, and provides plenty of scope for exciting games and hours of hobby activity as you assemble and paint all the models.



a mighty horde

You'll soon find that your collection is gradually growing in size. Adding a box or two of new Warriors or Heroes each month will transform your miniatures into a truly massive collection in just a short time. You'll also start to realise which aspects of the hobby you find most appealing.

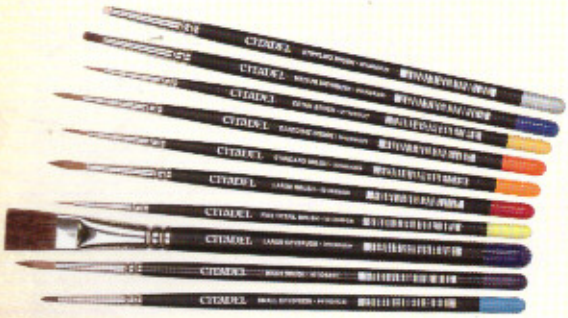
Chris Peach, who owns the fine collection shown here, really enjoys playing Points Match games – so it is no surprise that his collection boasts several warbands, each ready for action on the gaming table.

ASSEMBLY & PAINTING

When it comes to assembling and painting your Citadel miniatures, you can get started with only a few paints and hobby accessories. In fact, a pair of Plastic Cutters and *The Hobbit: An Unexpected Journey* Paint Set are about all you need for your first models. Of course, as with all things, this setup can become more impressive with time – as will the skills that you hone.

The Citadel Range

The Citadel range contains everything a Games Workshop hobbyist could wish for when it comes to painting and modelling projects. With tools to make preparing models easier and a specially formulated range of paints designed to help you paint your models to high standards with minimal hassle, you'll soon find that your models are on their way to completion with little effort. Here, we look at the tools you can add to your collection, so that you can start getting the best from your Citadel miniatures right away.

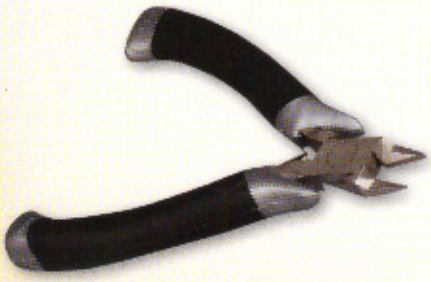


Citadel Paintbrushes

Great quality paintbrushes will help you to get great results – and the range of Citadel Paintbrushes are of excellent quality. With ten brushes to choose from, they cover any possible painting task.

Citadel Paint System

The Citadel Paint System is designed by expert painters to help hobbyists of all levels get great results. With more than 140 colours to call upon, the Citadel Paint System makes painting as straight-forward as possible.



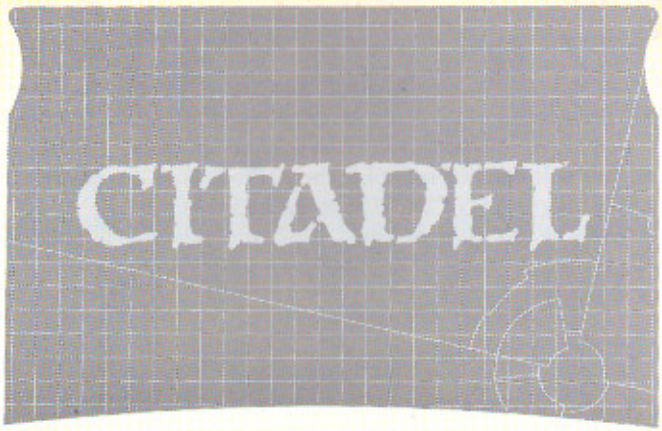
Citadel Plastic Cutters

A must-have tool, Citadel Plastic Cutters help you cleanly and safely remove your miniatures from their frames, ensuring that you can get straight onto the painting!

The complete selection of glues from the Citadel range, including a glue for every modelling occasion.

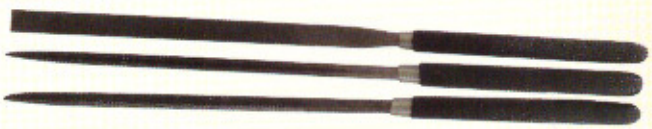
Sticky Situations

Almost every model in the range requires some assembly and, therefore, some gluing. The Citadel range contains a variety of glues. As you will see over the next few pages, different glues work best in different situations – make sure you have the right one for the job!



Hobby Knife and Cutting Mat

A Hobby Knife helps you to clean up models prior to painting and get your pieces in tip-top condition. The Cutting Mat protects your work area (and even boasts a self-healing surface to help it last for a very long time). The Citadel Cutting Mat even fits snugly into the Citadel Paint Station to keep your painting area free from marks.



Other Tools

There are plenty of other items you might find yourself using, including the Hobby Drill, Hobby Vice and Razor Saw. These tools are generally used for more specialised tasks such as pinning models and doing conversions, something experienced hobbyists love to get to grips with.

Use the Right Tools...

Finally, a little piece of advice about preparing your miniatures: never attempt to twist your models from the frames with your fingers, or use tools that aren't suitable for the task (kitchen knives, scissors and so on). Your Citadel miniatures are high-quality pieces and there's nothing worse than breaking one by mistake. Use suitable hobby accessories to get the job done - that way you'll have no regrets.

Building plastic models

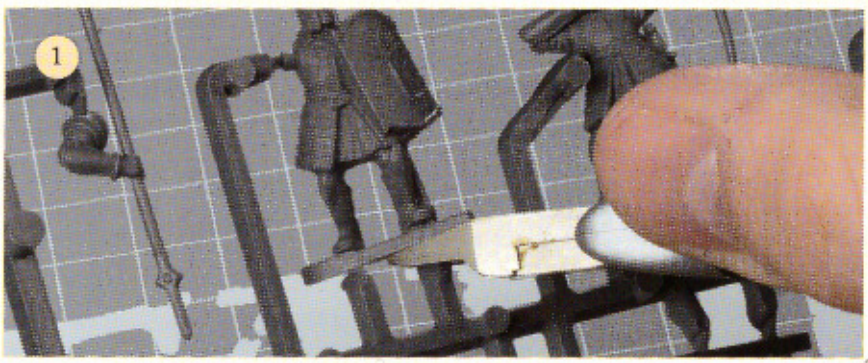
Before you can paint and game with your Citadel miniatures, you will need to assemble them. From push-fit plastic miniatures that can be put together in a matter of seconds to more complex Citadel Finecast kits that must be carefully prepared, building your models is a rewarding and enjoyable part of the hobby.

For many hobbyists, there is a real sense of excitement and anticipation when they get their Citadel miniatures home and remove them from the packaging. Taking the time to prepare your models properly will give you the best possible hobby experience. As we will explain, there are a few basic things you can do to have your Citadel miniatures looking their best in short order.

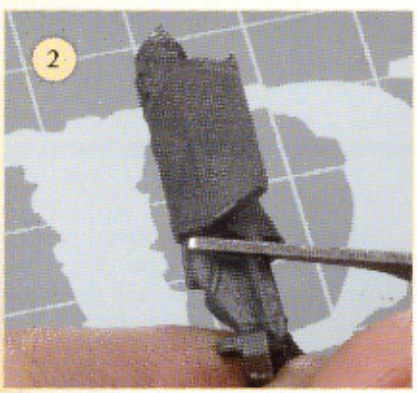
The majority of Citadel miniatures are produced in plastic, a tough material that is very easy to work with. Assembling entire warbands of models cast in plastic is simple, and the quality of the models is exceptional. Newcomers to the hobby will find plastic Citadel miniatures are easy to get to grips with, whilst hardened veterans of the hobby find that it is a versatile medium that enables them to experiment with their models more than ever.

Preparing plastic miniatures

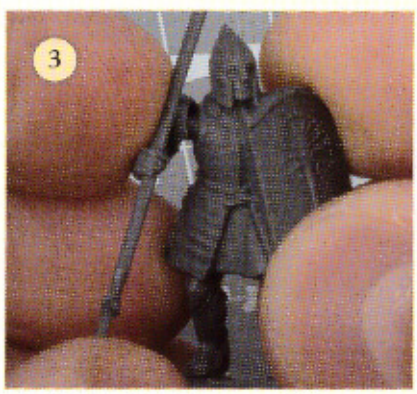
All plastic Citadel miniatures are supplied on frames (an essential aspect of the way they are manufactured) so the first thing you will need to do is remove them. The best way to do this is to use a pair of Plastic Cutters to carefully snip all of the parts away from the gates on the frame. Rather than cut flush to the model (which can cause a little scarring on your miniature), snip a little of the gate off too – you can then clean the excess away later.



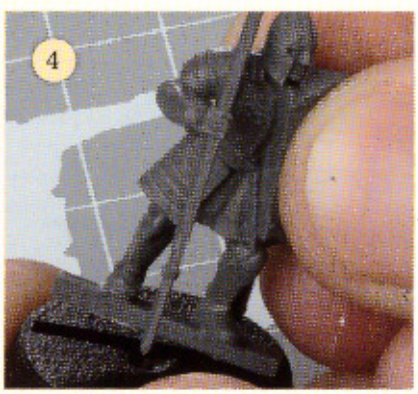
Using Plastic Cutters is the best way to remove plastic components from their frames. Don't cut too close to the model – instead clip the model off the frame with a little of the gate left on the model, as shown here.



Use a Mouldline Scraping Tool and Citadel Emery Board to remove any mouldlines or scars from removing your models from the frame. Carefully drag the Scraping Tool along any mouldlines to remove them, and then buff the model to a perfect finish with your Emery Board.



Plastic Glue is the best material for assembling plastic models. Plastic Glue melts the surface of the miniature and creates a permanent bond, much like a weld. Plastic Glue takes a while to set, which gives you time to manipulate the join and make sure you have the right fit.



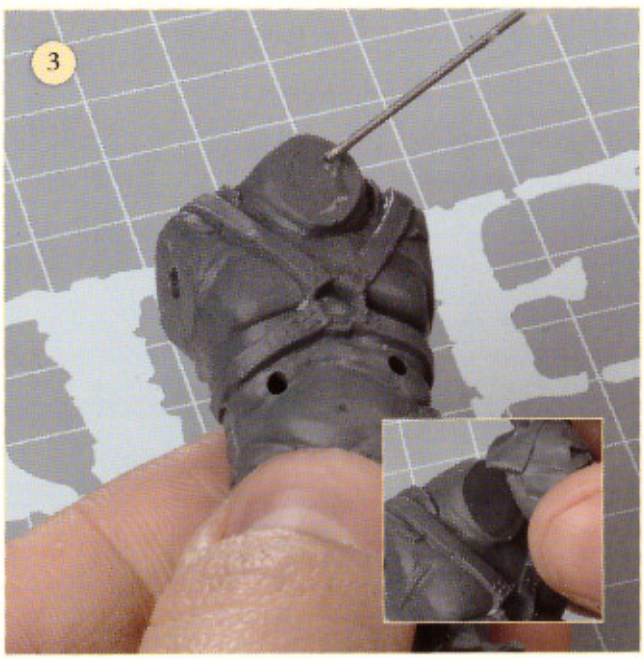
Almost all models come with a round base that they should be glued to. Those with slotta tabs or pegs are pushed into place as shown here. Apply a little glue to the tab and then insert it into the slot on the base. Models that don't have a slot are generally glued straight on to the flat top of the base.

Large plastic miniatures

Larger or more complex models usually come in several pieces that require assembly. Essentially, the same techniques you will use on your smaller miniatures apply to building these larger models, but to get the best results, there are some additional tips you can use and techniques you can apply, as you can see here.

Before assembling a larger plastic model, clip out all the parts that you will need and carefully clean them up. Keep them somewhere sensible, so that you don't lose any of them!

With your miniature ready to assemble, take the pieces and practice putting it together – a test-fitting without using any glue. This way you can see what the finished model will look like.



Once you are happy with the fit of the miniature, glue it together. It sometimes helps to do this in stages, letting one part set completely before adding the next – that way the model won't droop or warp.

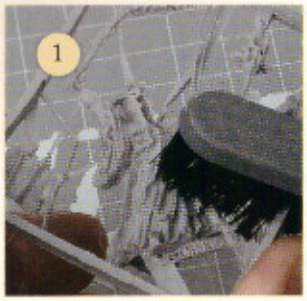
Finally, give the glue enough time to dry properly. This is even more important with larger, multipart models, where there are a number of components. About half an hour is normally long enough to wait.

Citadel Finecast

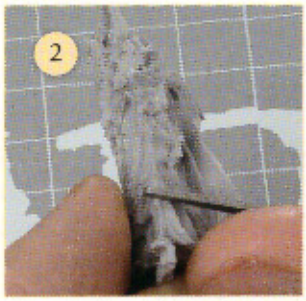
The majority of the Citadel miniatures range consists of highly detailed plastic models. Some, however, are cast in a special resin formulation called Citadel Finecast. This material enables miniatures to be cast with incredible clarity – making them as close to the original sculptor's master as possible.

Cleaning Citadel Finecast

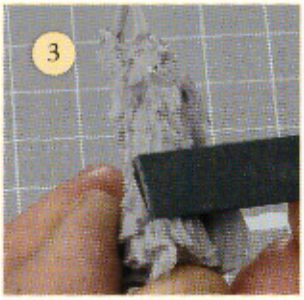
Much like plastic models, Citadel Finecast models are supplied on frames and must be clipped off and cleaned prior to assembly. The softness of the resin and the size of the often tiny components on the frame mean that you must take special care here, but the reward when assembly is complete, however, is a breathtaking miniature.



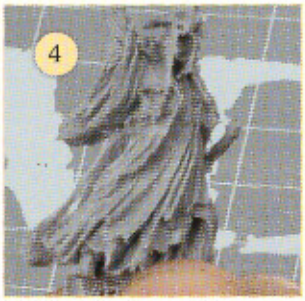
While the model is still on its frame, use a Flash Brush to brush away any detritus left by the moulding process – this will easily clear away any unwanted material.



If you find mouldlines that need removing, use a Mouldline Scraping Tool to tidy them up – gently draw the tool along the raised areas of the mouldlines, scraping away the excess.



With the mouldlines and flash removed, you can buff away any imperfections with a Citadel Emery Board. Take care not to file away any fine details though!

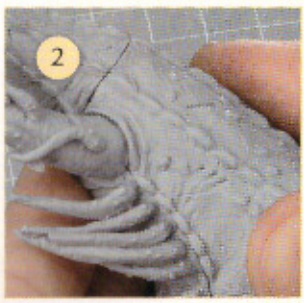


Finally, give the model a once-over when it is all cleaned up. It can be very frustrating to find out that you've missed a bit when the gluing, or worse, painting begins.

Assembling Citadel Finecast

Use Super Glue when gluing Citadel Finecast, as it forms a strong bond almost instantly. Test fit the parts and ensure that both surfaces are clean and dry. When you are ready, apply a small amount of glue and press the parts together.

When you apply your Super Glue, apply glue to one of the surfaces you are joining – this will give you the best possible join on the first try.



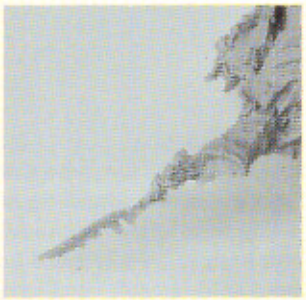
When you press the parts together, they form a strong, permanent join in a matter of seconds. Hold them together for a moment to let them set.

Filling Air Bubbles

Due to the way in which resin models are cast, there will occasionally be tiny air bubbles on your miniature. Careful application of Liquid Green Stuff easily conceals these. Once dry, you can smooth it off with your Emery Boards.

Countering the Bends

A side-effect of the way resin cools is that sometimes you'll find you need to bend a component back into shape. Simply hold it in hot (not boiling) water for a moment, and then gently bend the piece back to its correct shape.



painting miniatures

Throughout this manual, you will see (and have probably already seen by now) hundreds of beautifully painted Citadel miniatures. Painting your models takes a certain commitment of time and talent – but as anyone who has ever painted their collection will attest, gaining those skills is enjoyable and the results are very rewarding. Here, we take a brief look at the basics of painting your Citadel miniatures and offer some tips to help get your collection started.

Don't be intimidated by the apparent complexity of painting your first models – approach it as something exciting rather than something nerve-wracking. If you are patient and careful, you'll find even your first results are respectable, and after a while your painting really starts to look great.

The Perfect Hobby Area

It's almost always a good idea to have an area set aside for painting. A spot at the kitchen table, protected with a cloth or newspaper is a good start. In time, this may transform into a bespoke hobby space, specifically suited to your requirements (with beautiful reference material, fantastic daylight lighting and all the trimmings), but a basic setup is more than enough to start with.

The Citadel Paint Station is a handy item that can be easily moved (and stored out of the way when the painting is done for the day). It also holds your various painting accessories, such as water pots and brushes.

Paint Station

The Citadel Paint Station is a lightweight painting area, complete with recesses to store paints, water pots and brushes. It has rubberised feet to prevent sliding on a table or flat surface and moulded contours so you can paint with it on your lap, if you choose.

Water Pots

It's important to wash your brushes regularly and thoroughly while painting. We recommend using a separate water pot for metallic paints, as the flecks may transfer onto your clean brushes otherwise.

Mixing Palette

Watering down your paints to the right consistency and mixing colours are common occurrences when painting your models. The Citadel Palette is a simple, hand-held palette that can be scrubbed clean after use.

Citadel Paint System

The Citadel Paint System is a range of paints, washes, glazes and textured paints that contains 144 different colours for painting your miniatures. Formulated to make painting as straightforward and enjoyable as possible, the Citadel Paint System is a dream come true for painters of every skill level – from complete beginner to outright expert.

Base Paints

There are 34 Base paints in the Citadel range, specifically designed to give superb coverage in a single coat, helping painters get a strong, bright starting point for their paint jobs. A basecoat using a Base paint is the perfect foundation upon which the rest of your layers can be applied.

Citadel Shades

Citadel Shades are specially formulated washes that can be painted onto a miniature so as to flow into the recesses. They do not gather on the raised areas and so keep the shading where it is needed. These help painters to get natural-looking shading on their models, enabling great results, quickly.

Layer Paints

Using Layer paints is the way to build up the colours on your miniatures. They are designed to be applied over Base paints and formulated to layer over each other for an ideal highlighting effect. There are 70 Layer paints in the Citadel range, enabling you to tackle any colour scheme, from Hobbits to Elves, with ease.

Citadel Glazes

Citadel Glazes are inks designed to be painted over finished colours. Citadel Glazes are formulated to sit where they are applied (in contrast to Shades). Their tones enrich the colour of the paint beneath, blend layers together, eliminate stark highlights and stain a colour for a new effect.

Dry Compounds

Drybrushing is a fast and effective way of capturing all the raised details on a model. It's a well-loved technique that all painters, from newcomers to veterans, utilise. The 15 Dry compounds in the Citadel range have a perfect consistency for drybrushing, making this simple technique even easier.

Citadel Texture Paint

In this manual, you will notice all manner of great-looking bases, from sand to mud or even stone. The fastest way to achieve a fantastic result is to use one of the 6 Citadel Texture paints. These are designed to paint directly onto bases, drying with a gravelly finish, ready to be drybrushed and then detailed.

How to Paint Citadel Miniatures

How to Paint Citadel Miniatures is a fantastic painting resource. This impressive book, and accompanying DVD, teach a range of techniques to help you get the best from your Citadel miniatures. Along with information on the Citadel Paint range and how to use it, there are examples of how to paint models, warbands and even entire armies. All the techniques described in the book are also demonstrated on the DVD, with a helpful commentary, so following along is even easier.

If you are a new painter, you'll find the advice in this volume indispensable, as it talks you through painting models from start to finish. It's something no fledgeling painter should be without!

Getting Started

Painting an individual model, whatever it happens to be, is all a matter of dividing up the process into a few manageable stages and tackling them one at a time. In our example here, you can see how this Thorin Oakenshield model has been painted following a system of stages.

The Basics

Painting a Citadel miniature can be loosely broken down into four stages. In brief, these are undercoating your miniature, applying a basecoat, adding details and then finally 'basing the model'.

Undercoating a model is very important if you want your miniature to have a smooth, even surface for your paints to adhere to. Many painters start out undercoating by hand. As you start painting larger groups of models, however, you may want to use a spray undercoat – this makes things much faster and gives an ideal finish.

Basecoating is the stage where you apply the basic colours of the model. Base paints are formulated to apply directly over undercoats. Once you've painted on the basic colours of the model, you can then apply washes – these flow into the recesses and provide a great-looking level of shading.

1

Basecoats
First, all the basecoats have been applied to the model, using Base paints. These provide the basis for the rest of the colours that follow.

2

Shades
Using Citadel Shades, the recessed areas on the Thorin model have been washed to look darker, creating the impression of realistic depth.

3

Layers
The model has had simple, neat layers painted onto it, picking out details such as skin tones on the face and raised areas on cloth and hair.

4

Final Details and Base
Another, even more subtle set of highlights completes the model nicely. Finally, the model has been based and detailed with Middenland Tufts.

Undercoating Models

Before you paint your models, you will want to undercoat them – undercoating a model gives you a smooth, even texture to paint onto, and it's pretty important to getting great finished results.

Spray Undercoat
Typically, undercoating your models is just a matter of spraying your model with Chaos Black Spray or Skull White Spray. These spray cans contain paint designed to adhere to your Citadel models perfectly, and dry with a smooth finish. You will need a well-ventilated place to spray (outside is usually fine, if it's not too hot or rainy). Spray your models from a distance of about 12" – making sure you rotate it for complete coverage.

Undercoating By Hand
You can undercoat models by hand if you wish. Simply use a large brush (something like a Citadel Large Drybrush or Wash Brush will suffice) and paint over the whole model with Imperial Primer or Ceramite White.

Chaos Black *Skull White*

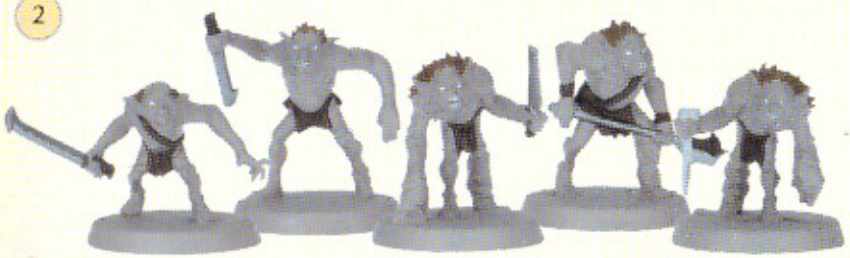
Batch Painting Infantry

Whilst painting models one at a time might be enjoyable, it's also rather time-consuming – especially when it comes to painting models that you will want several (if not dozens) of. The technique known as batch painting helps in situations such as this by speeding up the task. By painting the same stage on several models all at once, you save time opening up paint pots and waiting for models to dry, and also get consistent results. Here's an example of how to go about it:

1

Because Goblins are largely all one colour (their flesh), these models have been basecoated using Rakarth Flesh. To make painting them even quicker, the painter has used a Citadel Spray Gun – applying a quick and even all-over basecoat. This saves time and gets great results.

2

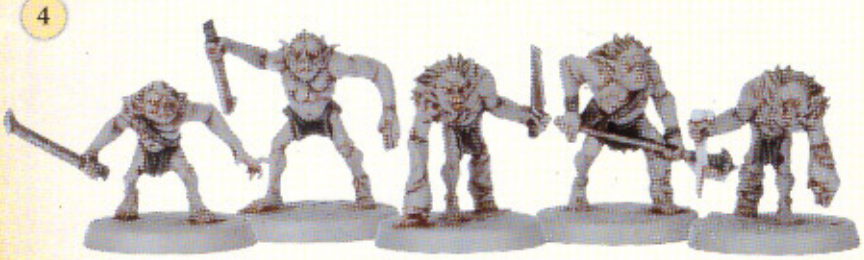


With the skin basecoat dry, other areas are painted using Citadel Base paints. The basic colours are applied to all the models at this stage before moving on. This is effective, because the colours across a unit are generally the same, so you can paint all of one colour onto each of the models, then the next – this saves both time and paint.

3

A wash across all of the models using Reikland Fleshshade helps to pick out the recesses and details of the models. Doing all of the models one after another means that you can ensure you get the same amount of wash, and the same finish, on each of them.

4



Once the wash has dried, the models can then be enhanced with layers and extra details. Again, use the same colour on each model before proceeding. These Goblins have been highlighted and their skin has been layered to contrast with the recesses. Painting them together ensures the results look as consistent as possible.

5

Last of all, the Goblins have been finished with details such as eyeballs and extra grime. They have then been based with a matching style, producing a cohesive and complementary band of filthy villains.

Batch Painting Cavalry

Here, you can see an example of Riders of Rohan being painted as a batch. The same principles can be applied to more or less any cavalry models.

1

These Riders of Rohan, and their horses, have been undercoated with Chaos Black Spray. The horses – which have been kept separate from their riders – have then been basecoated with Rhinox Hide, using the Citadel Spray Gun, and the Riders with Caliban Green. Now the models are ready for extra detail.

2

Further basecoats add extra colours to the models, such as skin, metal, leather-work and so on. Each of these is painted on each of the models before proceeding to the next to prevent wasted effort and ensure consistent results from one model to the next.

3

Each of the models has then been washed with Nuln Oil. This serves two functions; firstly, it details the recesses and provides natural-looking shade for the model, and secondly, it unifies the colours across the models in your batch.

4

Finally, all the models in the batch have extra details and highlights painted on, and the models' bases are textured and finished. The result is a selection of Riders of Rohan that look excellent together.

Painting Large Miniatures

The larger miniatures in your collection, such as Monsters, often become the centrepieces of entire armies – so it pays to make them look as good as possible. Painting large models as part of a batch is possible, but it's probably best approach each of them as an individual painting project. While the paint on one area (such as the feathers on our Great Eagle) is drying, you can be busily working on other areas such as beaks, cloth or whatever your model requires.

1

This Great Eagle has been undercoated with Chaos Black Spray and then given an all-over basecoat of Rhinox Hide, using a Citadel Spray Gun. This basecoat gives the Eagle a strong brown tone, and serves as the foundation for the stages to follow.

2

With the basecoat fully dry, the Great Eagle's feathers were wetbrushed with Gorthor Brown. The beak and claws were then painted with XV-88 and Balor Brown.

3

The entire model was washed with Seraphim Sepia – an all-over wash that served to provide rich shade, both to the feathers and also to the recesses on the talons, claws and beak.

4

Once the wash was dry, final details were painted on. The feathers were wetbrushed with Baneblade Brown, the beak and claws were edge highlighted with Zamesi Desert and then some feathers were picked out and detailed in lighter shades.

Resources

Whether you want straightforward bases for your models or lavishly detailed individual masterpieces, the Citadel range contains enough basing materials to get the results you need. With static grasses, snow effects, grass tufts and more, you really can let your imagination run wild on your miniatures.

Basing Your Miniatures

The finishing touch to any model is to detail its base. This can be as simple as painting on a layer of Texture paint in your chosen colour or as complex as modelling on scenic elements to resemble a particular region or scene from Middle-earth.

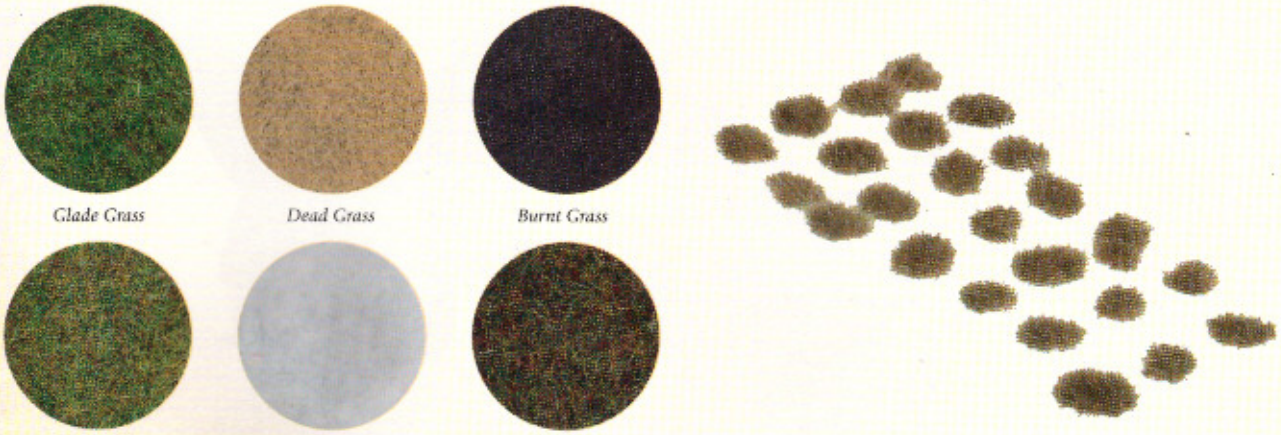
Even on the bases that smaller models (such as Goblins, Dwarves and Men) have, there is plenty of room to produce really thematic results. On the bases of larger models, of course, you generally have even more space, enabling you to really go to town, adding rocks, foliage or other details to enhance the model.

Colour Coordinating Your Collection

As your collection begins to grow, you may find yourself wanting it to look more unified. After all, when you are playing a game, it's great if your miniatures all look like they 'belong together'. This is as simple as making sure that there is a unified theme to the bases that you paint. Try using the same techniques on all of your models. Even just painting the models so that their base rims are all the same colour is a good start.

Texture paints are fast, effective and able to produce beautiful results. Texture paints can be applied straight onto your bases – all you need to do is drybrush it when dry.

If you want your bases to be a specific colour and you can't find a Texture paint to suit, then simply base your models with Modelling Sand instead. To do this, stick sand to the top surface of the base with PVA Glue and, once dry, paint it in your chosen colour.



A few clumps of static grass or a couple of grass tufts can enliven and enrich any base – there are five colours of static grass (plus Citadel Snow) and two types of grass tuft in the Citadel range.

Gamers' Armies

With time and effort, as you assemble and paint models, your collection will become something to be proud of. In fact, many hobbyists from around the world own collections of models that they gladly show off to like-minded enthusiasts. Over the next couple of pages, we'll take a look at a few such examples. One thing you will quickly notice is that each collection has been built up with a different goal in mind – some have been made up to recreate Scenarios, others to provide a formidable Points Match battle or even just for the joy of painting Citadel miniatures.

Chris Peach's Goblins

Chris: My collection consists of the contents of Escape From Goblin Town™ box. I have focussed on the Goblins, with the intention of playing through all of the Goblin Town Scenarios with my regular gaming group – someone has to paint all those pallid, cave-dwelling creatures, and I volunteered for the role!

With more than thirty Goblins to paint, I have aimed for speed, rather than lavishing detail on the rank and file minions. I have an existing collection for *The Lord of the Rings* with lots of Evil models in it, such as Orcs, Trolls and Warg Riders, and in big games I plan to mix and mingle my models together. I've kept the basing technique fairly similar across my forces, so that they all look good together on the tabletop. The focal point of this little horde is, of course, the Goblin King! I've taken extra care to paint him as well as I can.

Steve Bowerman's Gondorians

Steve: When I painted this army of *The Lord of the Rings* models, I wanted to make a force that looked in keeping with the imagery of Gondor, but was uniquely my own. With this in mind I focussed the force around Faramir and a large unit of knights – his personal retinue in my mind. These models all share the same unifying colour scheme and look very striking on the tabletop.

The Warriors of Minas Tirith are painted in a rather more traditional style, but still detailed with plenty of gold embellishments to make them stand out – the same is largely true of the Rangers.

All of my groups of Warriors are led by Heroes, whose colours match quite closely. While I enjoy playing games, I definitely spend more time painting than playing, so I have channelled my enthusiasm for the hobby into those areas really. What's really great about collecting an army such as this is the chance to hone your skills and really explore the theme of Middle-earth. My models might look a little different from my friends' collections, but that's part of the charm.

TERRAIN

The Citadel Battlemat is ideal for hobbyists who are starting out and want to play on a more exciting surface than a bare kitchen table.

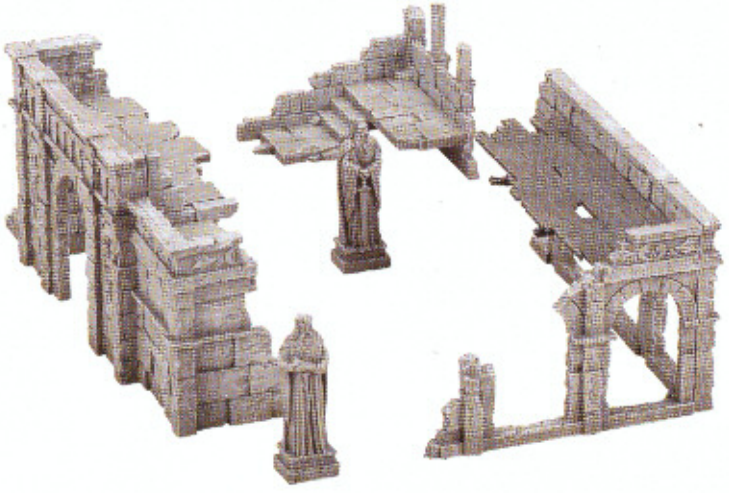
The place where you play your games is one of the most important aspects of any hobbyist's collection. It is where battles unfold and where legends and stories are made. Here we look at how to collect and create a fantastic battlefield of your own.

An evocative, detailed battlefield is the pride and joy of many hobbyists' collections. In truth, we probably all wish for a fantastic bespoke gaming area, with lavish battlefields that evoke the scenes we love from the book and movie. Whilst the reality is often a little more humble, there are plenty of ways to get your battlefield looking really good. Even at its most basic, a kitchen or dining room table with a Citadel Battlemat and an assortment of scattered terrain such as trees, hedges and hills provides a convincing battle scene. Of course, with more time and effort, your battlefield can begin to look really rather impressive. Even if you don't have a dedicated space set aside to leave your battlefield set up permanently, you can add elements to your collection that can be carefully stored between games.

STARTING SOMEWHERE

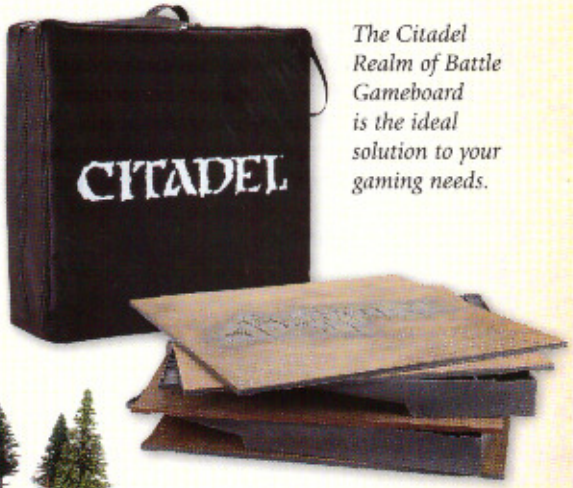
The battlefield shown above is pretty simple and yet still looks really good. The combination of a Citadel Battlemat and a few items of terrain from the Citadel range can make even the blandest table feel a lot more evocative. It also has the advantage that it can be broken down quickly at the end of the game and put away, ready for the next battle.

Within the Citadel range, you'll find a host of fantastically detailed kits that enable you to make your battlefield look great – items such as the Ruins of Osgiliath, shown here. Not only do they look great on the tabletop, but your models can interact with them using the jumping and climbing rules, adding extra tactical depth to your gaming experience.



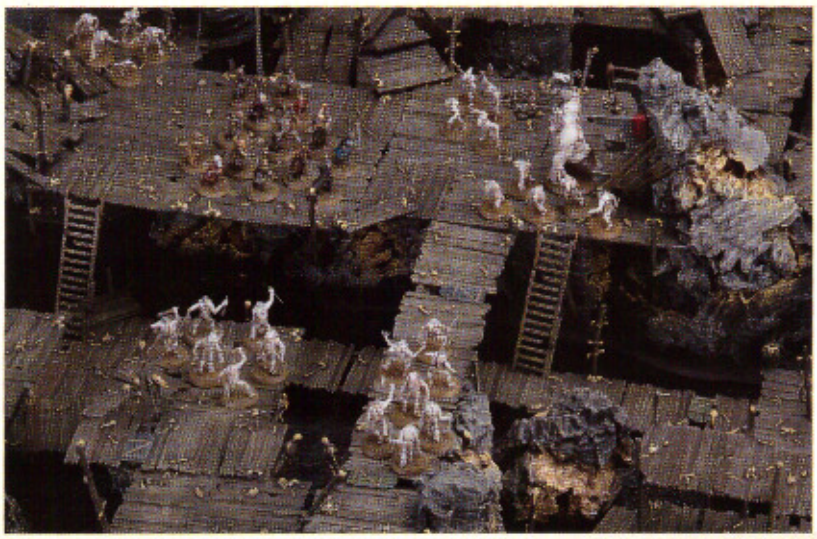
The Realm of Battle Gameboard

The Citadel Realm of Battle Gameboard is perhaps the ultimate battlefield accessory. Providing six feet by four feet of modular battleground, it can be painted and detailed in any way you want, whether you're looking to create the sinister depths of Mirkwood or the dense terrain of the Trollshaws. A Realm of Battle Gameboard is easily packed up and stored in its own bag after use (and often slid under a bed or into a cupboard). This handy item, along with a selection of highly detailed Citadel terrain to add tactical challenges to your games, presents the ideal solution for many gamers who want a fantastic board that can be stored sensibly after use.



The Citadel Realm of Battle Gameboard is the ideal solution to your gaming needs.

If you're limited on space, there's no reason why you can't use only some elements of your Realm of Battle Gameboard - here you can see one pressed into service as the hill of Amon Sûl.



Goblin Town

For many, collecting a battlefield becomes about more than purchasing scenery kits and carefully assembling and painting them – they also enjoy fashioning whole environments. This can be an absorbing and enjoyable aspect of the hobby, and as you can see here – it can also yield some truly amazing results.

This awesome Goblin Town themed board shows what you can achieve if you're willing to dedicate some time to a scenery project. Certainly, it took a while to build and paint, but the end result is a battlefield that can be played on over and over again.

playing games

With your models painted and assembled and a battlefield to play on, you will doubtless be eager to test the mettle of your warriors on the tabletop. *The Hobbit: An Unexpected Journey* sits comfortably in the wider Games Workshop hobby, ensuring a ready supply of opportunities to play games and socialise with other like-minded hobbyists and fans.

Most hobbyists play their first games in the comfort of their own home against friends or family, and nothing could be more natural. In fact, it's likely that every day of the year, thousands of exciting battles are being fought by various Games Workshop hobbyists around the globe. However, for those who don't have a ready-made opponent at home, or who simply fancy broadening their gaming experience, there are plenty of other options available if you are willing to look for them.

a place to play

Games Workshop has hundreds of Hobby Centres around the world in places from Winchester in England to Oslo in Norway or Tokyo in Japan. These are great venues where you can not only pick up all the miniatures you need to add to your collection, but also take part in hobby events and gaming nights – our website **www.games-workshop.com** has a great store finder that will show you where your nearest Hobby Centre is.

Of course, the world is a big place, and there are only so many Hobby Centres out there. Thankfully, there are also a great many fantastic independent stockists around the world in all manner of destinations. Many of these are also very impressive, offering a great range of products, and some even provide you with a place to meet your opponents and play games. You can find more information about these using the store finder on our website.

Last, but by no means least, are the all-important gaming clubs. Hobbyists love to get together to play games and chat about tactics, hobby tips and so on. Gaming clubs are great for this, and social clubs, church and community halls and similar places boast gaming clubs of their own the world over. These are often great places to meet new friends and get involved in regular games.

organised gaming events

There are many organised gaming events that you can get participate in across the world – many hobbyists simply love to get together for an evening or weekend and play a series of games. A very popular format is that of a gaming tournament, where the results of a series of games determine who the overall winner is– the player who has done the best in their games. Often, awards are also given out to players who have the best painted army or displayed the most gracious sportsmanship.

Throne of Skulls™

Every year, Games Workshop organises a series of gaming events known as the Throne of Skulls. A sinister name for something that is actually rather pleasant, the Throne of Skulls events are friendly gatherings of hobbyists (often from across the globe). They are part tournament, part army painting exhibition and entirely a celebration of the hobby. Whilst there will be a winner worked out at the end of the event, the true goal is to play some great games, make some new friends and enjoy a day or two of hobby-related camaraderie with like-minded people.

At a Throne of Skulls event, hobbyists organise their collections into armies and play a series of Points Match games. Sportsmanship, generalship and fantastic painting and modelling are used to determine the overall winner of the events, and awards go to players who excel in those specific areas. Far more important, however, is the chance to share some shared gaming experiences with new people, enjoy some friendly competition and meet and socialise with other hobbyists.

At the end of the Throne of Skulls event, the winner is handed his (or her) very own Throne of Skulls trophy – an item that isn't necessarily won by tactical genius, nor the manipulation of the rules – but by friendly competition, sporting behaviour and a great standard of painting.

Games Day

Each year, Games Workshop organises a series of massive hobby celebrations, known as Games Days. These events take place in several countries across the world and are both a gaming extravaganza and also a chance to witness, and participate in, the world's premier miniatures painting competition, Golden Demon (more on this later).

Games Day events boast loads of activities to join in with, from scenery making and painting contests to games to join in. Over the years, there have been vast recreations of famous scenes from the history of *The Lord of the Rings*, and with *The Hobbit: An Unexpected Journey* now added to the Games Workshop hobby, future Games Days will doubtless feature activities focussing on the adventures of Thorin's Company. Every year, the games become more impressive to behold and more enjoyable to play – all you need to do is turn up and join in.

On top of all that is the chance to get to know fellow hobbyists and also meet and speak to some of the designers of the miniatures, along with rules writers and the Design Studio painters.

The crowds participate in the dazzling array of hobby activities as Games Day 2011, in Birmingham, England, gets under way.

Warhammer World

Warhammer World is perhaps the world's best-renowned hobby destination and is found at the heart of the Games Workshop hobby in Nottingham, England. With a fantastic gallery of 'Eavy Metal miniatures, a gaming hall with dozens of tables and the world-famous Bugman's Bar, there can be no finer venue in which to enjoy the Games Workshop hobby.

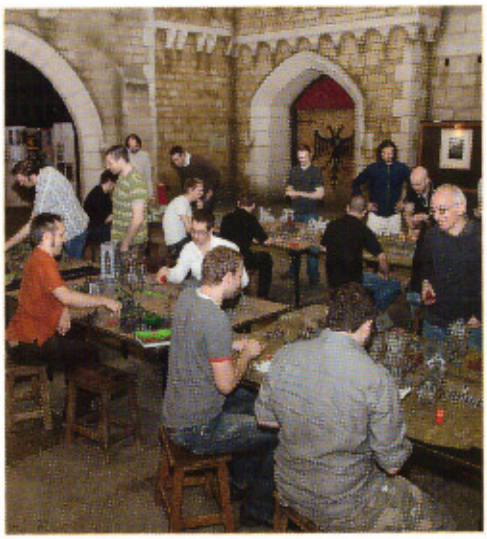
Warhammer World also boasts an experienced events team who run hobby activities throughout the year. Whether you want to battle against fellow gamers in a clash of generalship, attend a Masterclass in how to paint and model your miniatures, or any number of other hobby-related activities, Warhammer World has plenty to offer.

Painting and Modelling Events
Warhammer World holds regular hobby weekends and week-long hobby camps to help you hone your skills as a painter and modeller. There's a lot of fun to be had learning new techniques and skills alongside fellow hobby enthusiasts.

Gaming Events and Campaign Weekends
One of Warhammer World's specialities is gaming events, such as battle days or campaign weekends. These take many different forms, but all share a common element – the chance to play fantastic games with like-minded hobbyists.

The Exhibition Hall
Warhammer World boasts a lavishly appointed exhibition hall, where the Design Studio collection of Citadel miniatures is on permanent display. Be warned, however, it's a working museum, so sometimes the miniatures are removed from the cabinets for other duties, such as playtesting, photography or other, secret assignments.

Warhammer World Exhibitions
The Games Workshop hobby has generated a long and illustrious history over the thirty or so years since it was born. Warhammer World features galleries of original artwork and classic miniatures, something that any hobbyist will find fascinating.



Golden Demon

One of the most talked about events in the Games Workshop calendar is the Golden Demon painting competition held alongside each Games Day event. In this prestigious painting extravaganza, entrants compete for the chance to win the coveted Golden Demon trophies and, ultimately, the chance to claim the Slayer Sword.

Back in 1987, Games Workshop held the first ever Golden Demon painting competitions in Nottingham, England, with the goal of showcasing the talents of painters not just in Nottingham, but also hopefully across the whole world. Those enthusiastic beginnings have given rise to a grand tradition. For more than two decades, the Golden Demon painting tournaments have drawn painters from across the globe who are hungry to demonstrate their skill and earn a coveted Golden Demon award, and they are now held in multiple countries around the world.

At Games Days around the world, hobbyists flock to view the many amazing entries into the Golden Demon competition. There can only be one Slayer Sword winner – a champion painter who will raise the ultimate prize in miniatures painting at the end of the event.

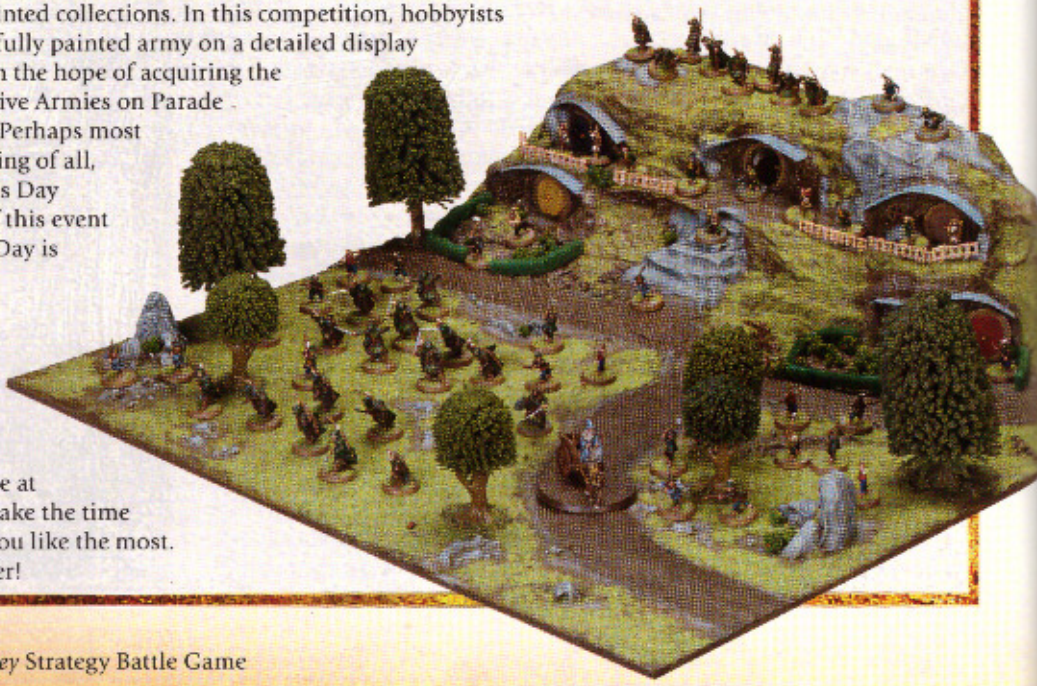
The Golden Demon painting competitions cater to the skills and disciplines of a wide range of painters and, perhaps more importantly, celebrate the length and breadth of the Games Workshop hobby. The competition consists of a variety of categories, with a gold, silver and bronze award issued to the three best entries in each. There is a specific category, Young Bloods, to represent the best miniatures produced by younger hobbyists. Then, of course, there is the greatest of accolades, the Slayer Sword, given as a prize to the 'Best in Show'. For Games Workshop hobbyists, Golden Demon provides an opportunity to indulge their most creative and artistic talents, paint fantastic Citadel miniatures and compete with fellow hobbyists for the prestigious awards.

The other, rather splendid, side effect of the competition is that the Golden Demon awards generate a fantastic volume of sensational miniatures that are a delight to behold. Over the years, the best amongst these have been the subjects of White Dwarf articles, web-galleries and even publications. Golden Demon winners are perfect candidates for a showcase – which is just what you will find on the right.

ARMIES ON PARADE

A relative new-comer to Games Days across the world, Armies on Parade celebrates the joy and splendour of well-painted collections. In this competition, hobbyists enter a fully painted army on a detailed display board in the hope of acquiring the impressive Armies on Parade trophy. Perhaps most interesting of all, everyone who attends Games Day gets to join in the judging of this event – as every person at Games Day is entitled to a vote.

So, if your passion is collecting whole armies, and you want to share your enthusiasm and skills with your peers, start preparing your entry. Likewise, if you're at Games Day, make sure you take the time to nominate the army that you like the most. There can only be one winner!



showcase

The Lord of the Rings categories were added to the Golden Demon competition back in 2002, and since then there have been thousands of fantastic entries – from individual miniatures painted to the highest possible standards, to dynamic dioramas recreating the action of the movies. In future years, there is no doubt that models from *The Hobbit: An Unexpected Journey* Strategy Battle Game will grace Golden Demon competitions the world over.

Gandalf the Grey
2011 Silver, Alexis l'Huillier

Arwen Evenstar
2005 Bronze, Stuart Harrison

Éowyn
2010 Gold, Charles Kirkpatrick

Aragorn versus Sharku
2007 Duel Gold, Mick Dady

Théoden
2011 Gold, David Rodriguez

Gollum
2005 Silver, Luis Gomez Pradal

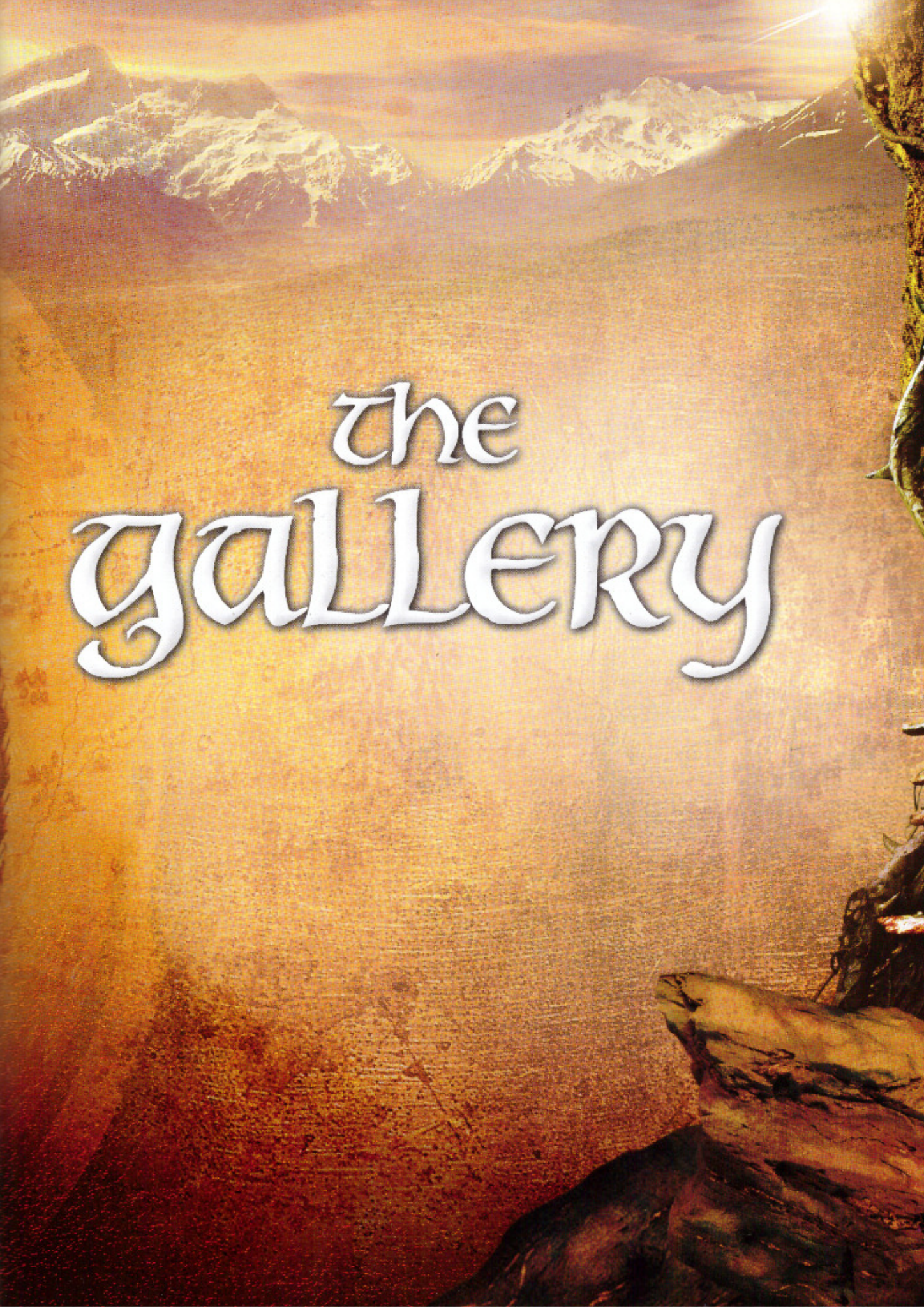
Frodo
2007 Bronze, Sven Jonsson

Éowyn
2010 Bronze, Mark Lifton

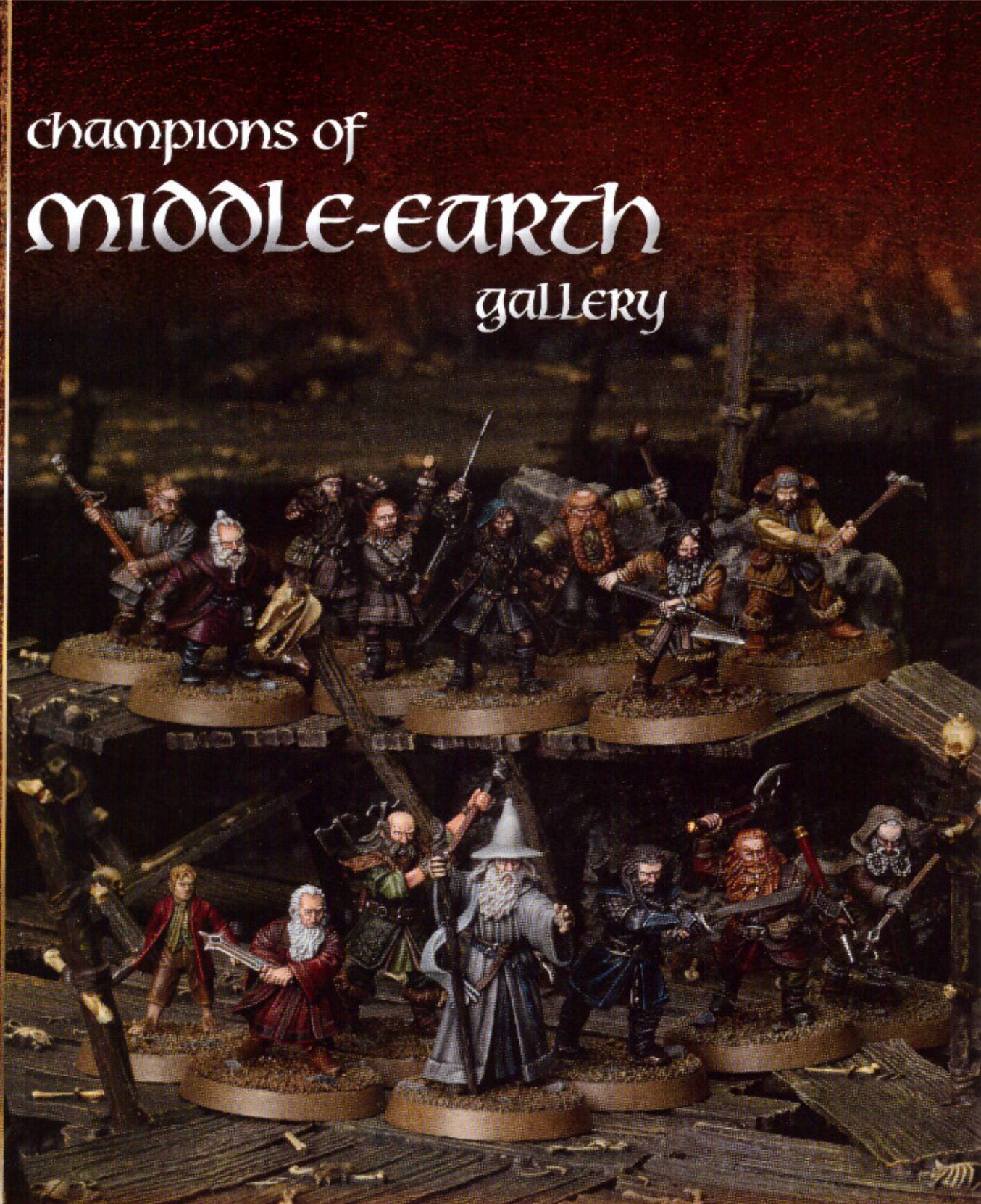
Arwen Evenstar
2010 Silver, Stefan Kochowski

Aragorn
2007 Gold, David Rodriguez

Gandalf the Grey
2005 Gold, David Rodriguez


the
gallery

Champions of Middle-earth gallery



'"Good morning!" he said at last. "We don't want any adventures here, thank you!"'

– Bilbo Baggins, An Unexpected Party

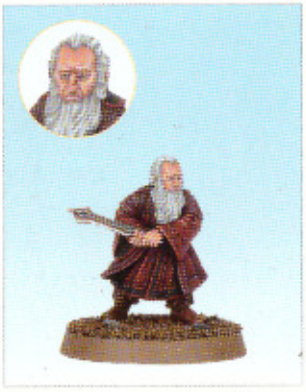
Thorin's Company

Gandalf the Grey

Bilbo Baggins

Thorin Oakenshield

Dwalin the Dwarf



Balin the Dwarf

Kili the Dwarf

Fili the Dwarf

Dori the Dwarf

Nori the Dwarf

Ori the Dwarf

Oin the Dwarf

Gloin the Dwarf

Bofur the Dwarf

Bifur the Dwarf

Bombur the Dwarf

Dwarves

Grim Hammer Captain

Grim Hammer Dwarves

Grim Hammer Dwarves

Dain Ironfoot

Floi

Durin *Mardin*

Dwarf Kings

Dwarf Captains

Iron Guard

Khazâd Guard

Dwarf Rangers with Two-handed Axes

Dwarf Ranger with Throwing Axes

Dwarf Rangers with Bows

Múrin and Drár

Gimli, son of Gloin

Shieldbearer

Dwarf Warriors with Two-handed Axes

Banner Bearer

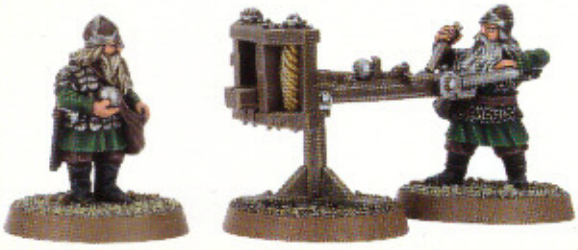
Dwarf Warriors with Shields

Dwarf Warriors with Bows

Dwarf Hornblower

Banner Bearer

Vault Warden Tunnel Team



Dwarf Ballista

ELVES

Rivendell Knights

Elrond

Gil-galad

Erestor

Círdan

Gildor Inglorian

Arwen Evenstar

Glorfindel, Lord of the West

Elrohir

Eladan

High Elf Captain

High Elf Warriors

High Elf Banner Bearer

Galadhrim Stormcaller

Galadriel

Celeborn

Galadriel, Protectress of Lothlórien

Haldir, Defender of Helm's Deep

Galadhrim Captains

Galadhrim Hornblower

Galadhrim Banner Bearer

Galadhrim Warriors

Galadhrim Knights

Rámil

Guard of the Galadhrim Court

Wood Elf Captain

Wood Elf Sentinel

Wood Elf Warriors

MEN

Aragorn

Aragorn, King Elessar

Denethor

Beregond

Boromir of Gondor

Cirion

Faramir

Citadel Guards

Guard of the Fountain Court

Osgiliath Veterans

Knight of the White Tower

Warriors of Minas Tirith

Avenger Bolt Thrower

Minas Tirith Command

Battlecry Trebuchet

Knight of Minas Tirith

Faramir

Damrod

Madril

Rangers of Gondor

Duinhir

Blackroot Vale Command

Blackroot Vale Archer

Ranger of the North

Knight Of Dol Amroth

Prince Imrahil of Dol Amroth

Banner Bearer

Captain of Dol Amroth

Foot Knights of Dol Amroth

Man-at-arms of Dol Amroth

Forlong the Fat

Axeman of Lossarnach

Angbor the Fearless

Clansmen of Lamedon

King of the Dead

Warriors of the Dead

Banner Bearer

Rider of the Dead

King Arvedui,
Last King of Arnor

Malbeth the Seer

Arathorn

Halbarad

Banner Bearer

Captain of Arnor

Warrior of Arnor

Rangers of Arnor

Elendil,
High King of Númenor

Isildur

Warriors of Númenor

Théoden, King of Rohan

Éomer, Marshal of the Riddermark

Éowyn, Shield Maiden of Rohan

Théodred, Heir of Rohan

Háma, Captain of Rohan

Erkenbrand, Captain of Rohan

Captain of Rohan

Rohan Hornblower

Rohan Royal Guard

Captain of Rohan

Rider of Rohan

Gamling, Captain of Rohan

Eorl the Young

Son of Eorl

Rohan Outrider

King's Huntsman

Grimbold of Grimslade

Rohan Hornblower

Warriors of Rohan

Wizards & Hobbits

Gandalf the Grey

Gandalf the White

Saruman the White

Radagast the Brown

Bilbo Baggins

Frodo

Samwise Gamgee

Peregrin Took

Meriadoc Brandybuck

Hobbit Militia

Hobbit Archer

Paladin Took

Bandobras Took

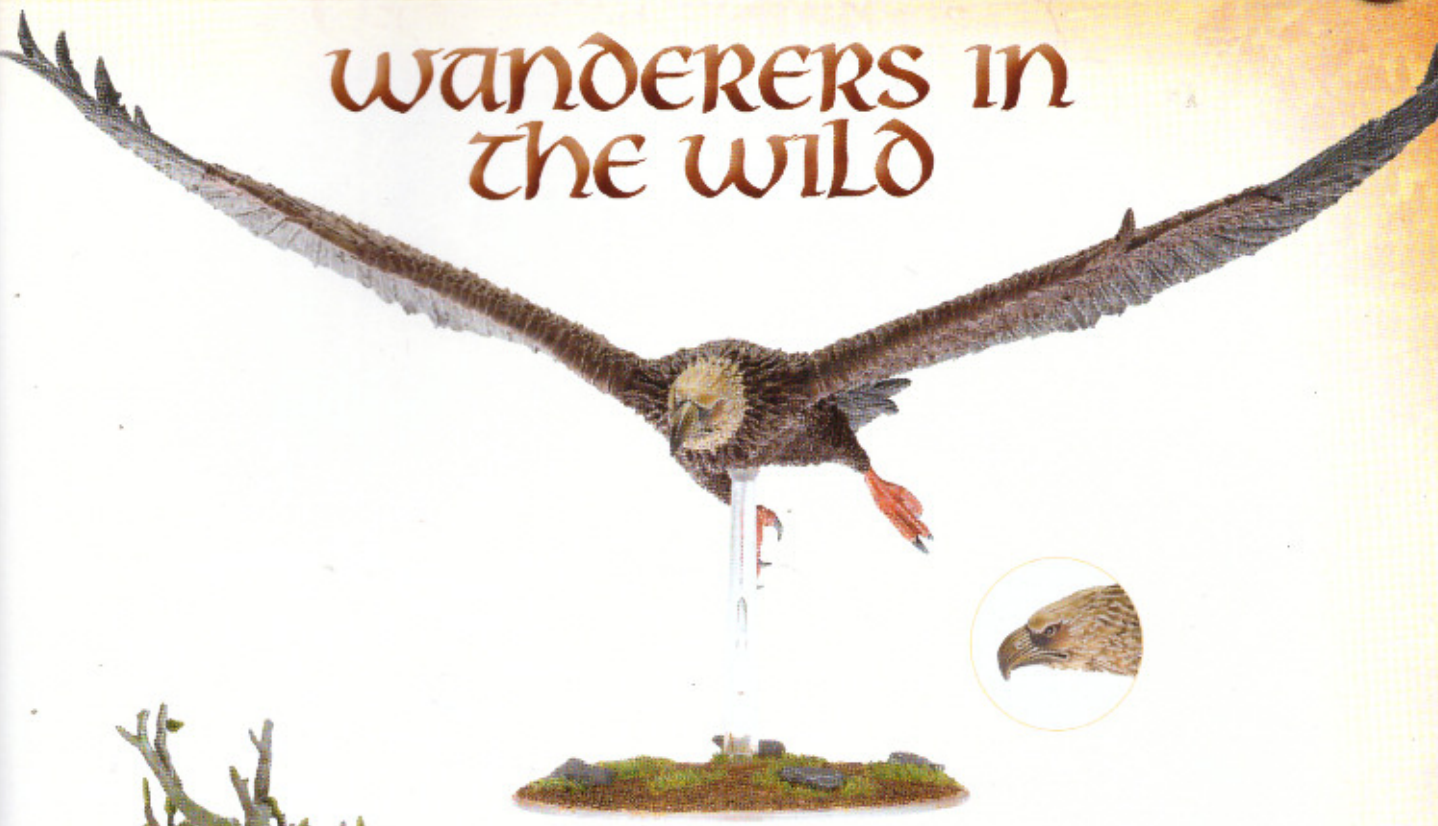
Farmer Maggot

Lobelia Baggins

Peregrin, Captain of the Shire

Meriadoc, Captain of the Shire

Wanderers in the Wild



Gwaihir

Ent

Tom Bombadil and Goldberry

Treebeard

Villains of Middle-earth gallery

Goblin Town

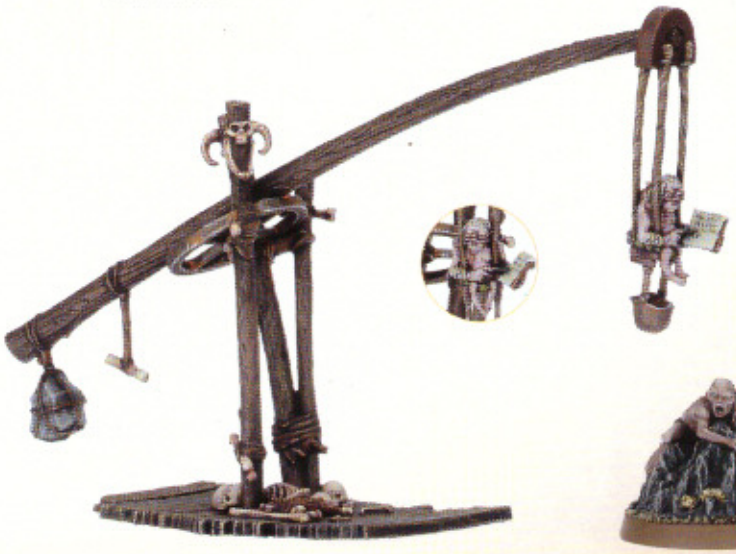
Goblin Warriors

The Goblin King

Goblin Warriors

Grinnah

Goblin Captain



The Goblin Scribe

Gollum

Azog's Hunters

Fimbul on Fell Warg

Fimbul

Bolg

Hunter Orcs

Fell Wargs

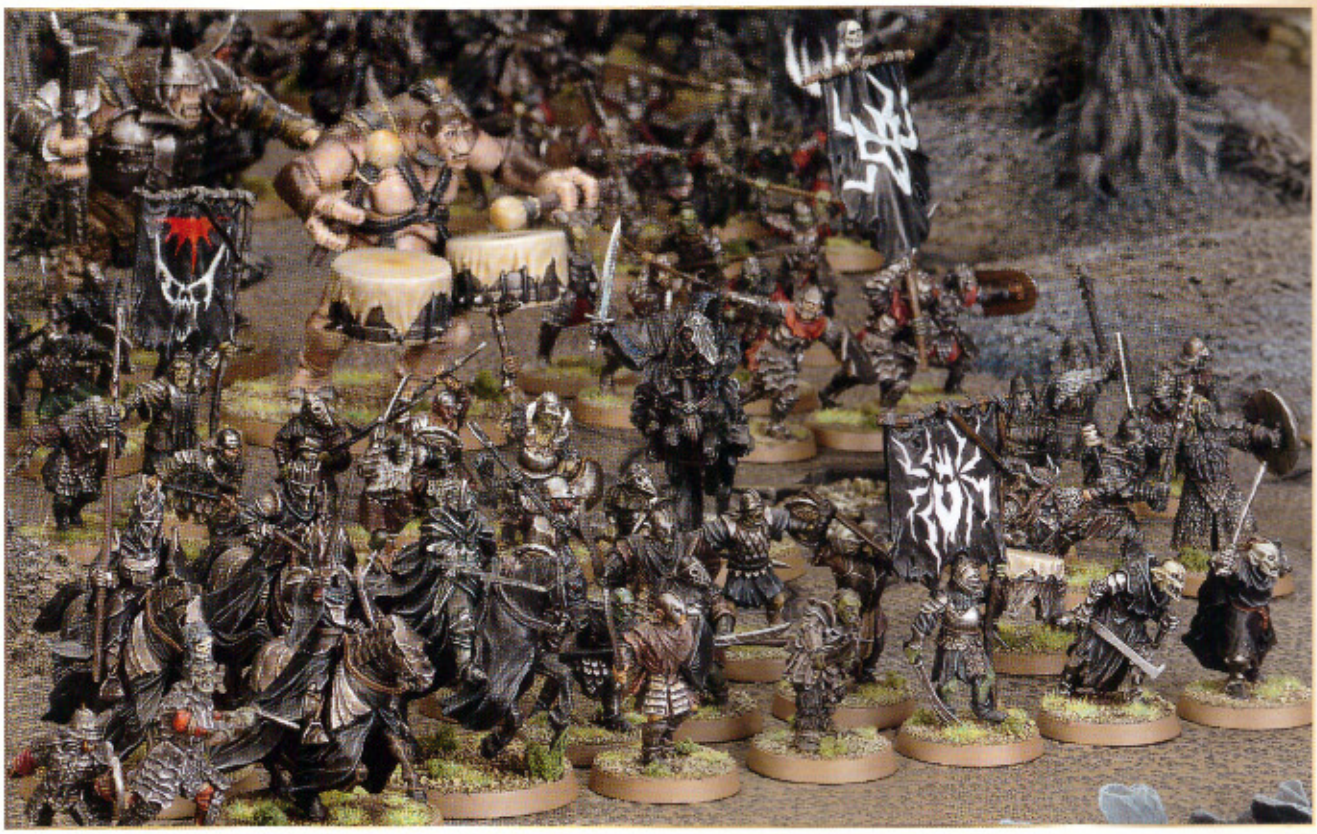
Hunter Orcs on Fell Wargs

Bert

Bill

Tom

Mordor and Angmar



The Witch-king of Angmar

The Dark Marshal

The Dark Lord Sauron

Khamûl the Easterling

The Tainted

The Dwimmerlaik

The Knight of Umbar

The Betrayer

The Shadow Lord

The Undying

The Mouth of Sauron

Morgul Knights

Gothmog, Lieutenant of Morgul

Black Númenórean

Orc Shaman

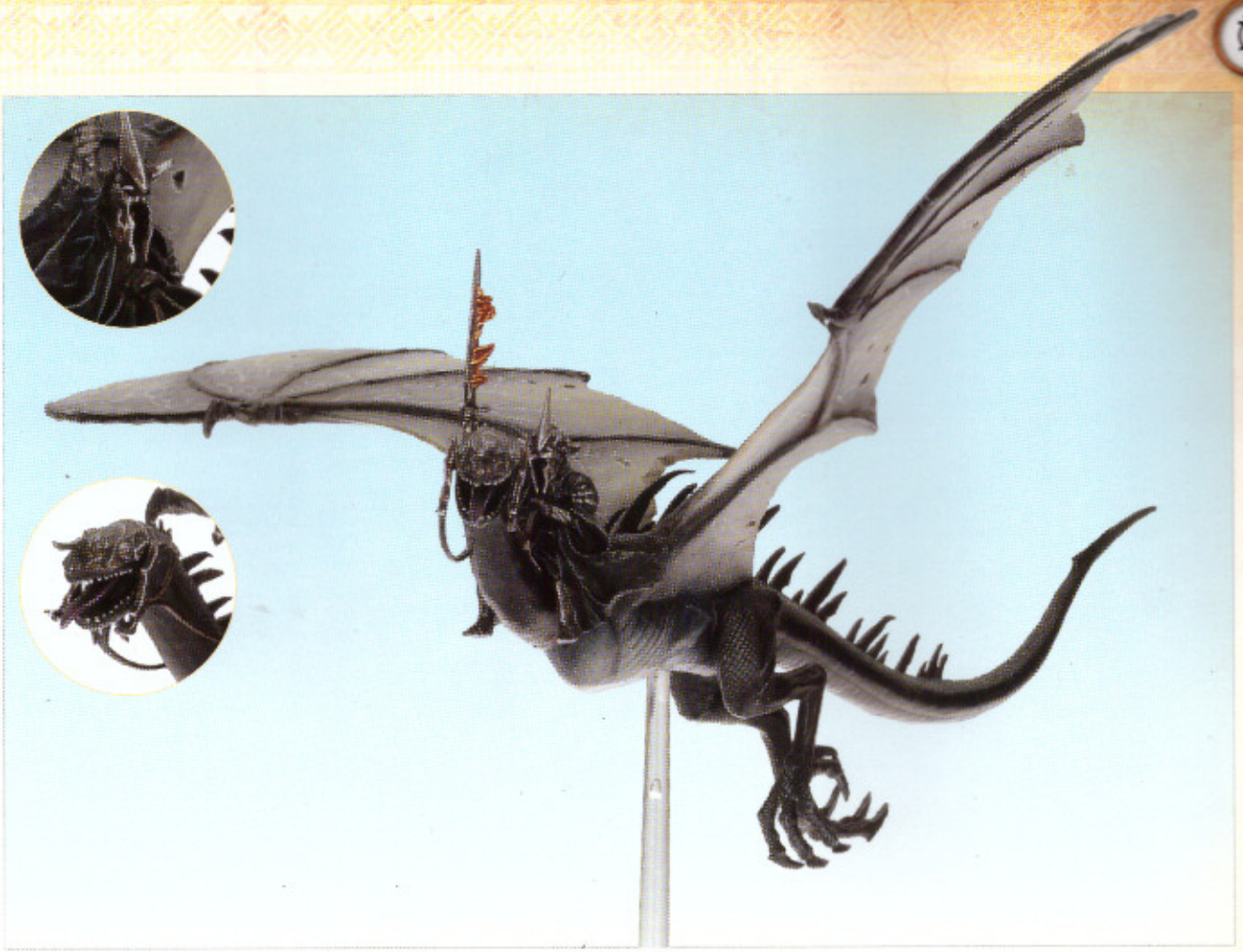
Black Guard of Barad-dûr

Shagrat, War Leader of Cirith Ungol

Kardûsh the Firecaller

Gorbag

Grishnákh



Witch-king on Fell Beast

Morgul Stalker

Orc Tracker

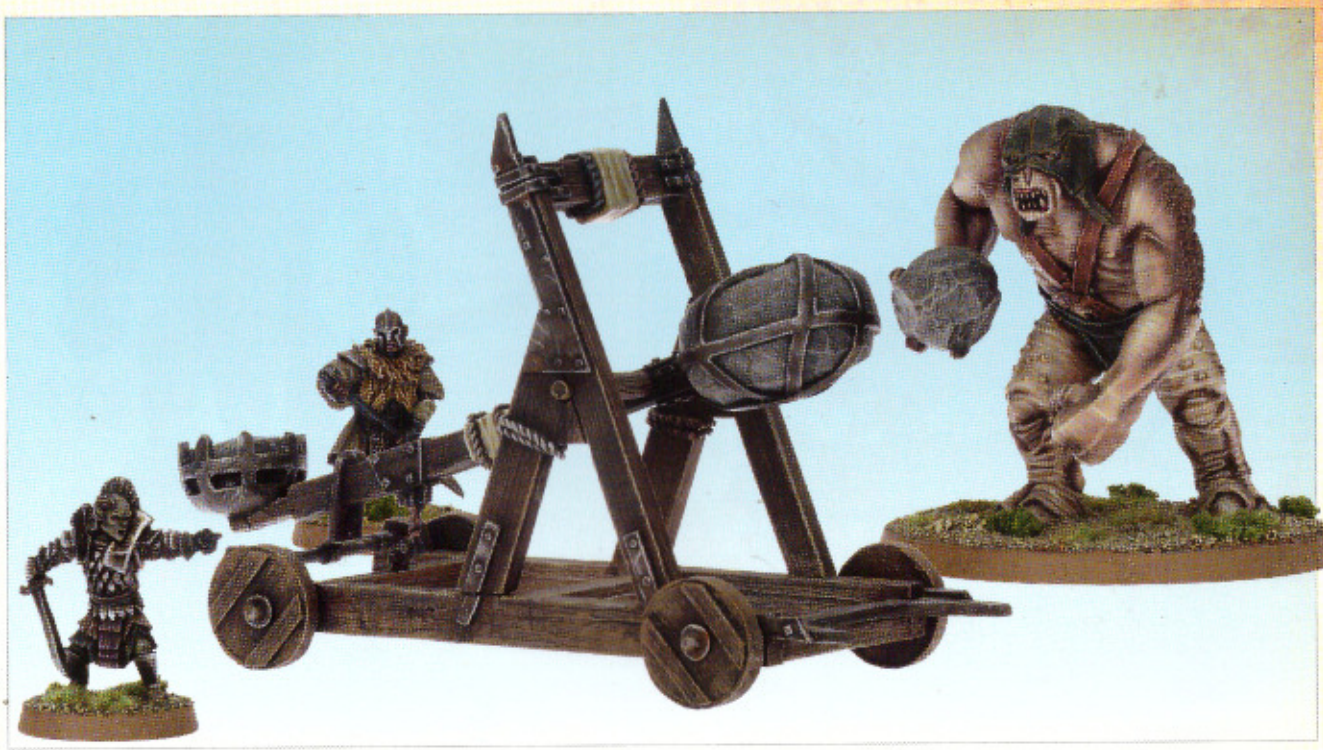
Mordor Uruk-hai

Morannon Orc Command

Morannon Orcs

Troll Chieftain

Mordor Troll



Mordor War Catapult

Orc Taskmaster

Orc Drummer

Orc Captains

Mordor Orcs

Shelob

Burhdûr, Troll Chieftain

Barrow-wights

Gûlavhar, the Terror of Arnor

Shade

Spectres

MORIA

Drûzhag the Beastcaller

Grôbiog

Warg Marauder

Gundabad Blackshields Command

Gundabad Blackshields

Ashrák

Durbûrz, the Goblin King of Moria

Goblin Shaman

Goblin Captain

Moria Goblin Warriors

Moria Goblin Prowlers

Moria Goblin Drummers

Wild Warg Chieftain

Cave Troll

Bat Swarm

The Balrog

The Watcher in the Water

The Fallen Realms

Amdûr, Lord of Blades

Easterling Dragon Knight

Easterling Warriors

Easterling Kataphrakt

Easterling Dragon Knight

Easterling War Priest

Banner Bearer

Khandish King on Chariot

Khandish Warriors

Khandish Horseman

Sûladan the Serpent Lord

Serpent Rider

Haradrim Raiders

Dalamyr, Fleetmaster of Umbar

Hâsharin

Haradrim Warriors

Corsair Captain

Corsairs of Umbar

Mahûd Beastmaster Chieftain

War Mûmak of Harad

ISENGARD

Saruman

Grima

Lurtz

Vrasku

Uglúk

Uruk-hai Shaman

Uruk-hai Captain

Uruk-hai Warriors

Mauhúr

Uruk-hai Scouts

Uruk-hai Banner Bearer

Uruk-hai Berserkers

Demolition Team

Sharku

Warg Riders

Feral Uruk-hai

Thrydan Wolfsbane

Dunlending Chieftain

Dunlending Warrior

Wild Man of Dunland

the
appendices

profiles

'Who are you that come armed for war to the gates of Thorin son of Thrain, King under the Mountain?'

- Thorin Oakenshield, The Gathering of the Clouds

The following section contains a wealth of useful information for hobbyists wishing to play games based on the wider world of Middle-earth. Here you will find summaries of profiles for all of the models available at the time of print, for both *The Hobbit: An Unexpected Journey* and *The Lord of the Rings* Strategy Battle Games.

Using these profiles

Over the next few pages you will find extensive lists of characteristic profiles. These are organised by army list, enabling you to quickly find the exact characteristics that you are looking for. This lets you start playing games with those models straight away.

The points values, wargear and special rules for these models exist in the five *The Lord of the Rings* rules supplements, along with the profiles found in this rules manual. To get the most from all of these models, it is well worth picking them up.

In the meantime, the swathes of profiles found here enable you to get started – there are many happy hours of fun to be had within this bestiary section.

To decide what weapons and wargear the models listed here have, simply take a good look at the miniature, and compare them to the descriptions listed in the Wargear section of this rules manual. Generally speaking, it will be pretty easy to work out what each model has.

An Unexpected Journey

Thorin's Company

Heroes	Mv	F	S	D	A	W	C	M	W	F
Balin the Dwarf	5"	4/4+	3	5	1	2	6	1	3	2
Bifur the Dwarf	5"	4/3+	4	5	2	2	5	2	1	1
Bilbo Baggins	4"	3/3+	2	3	1	2	6	1	3	3
Bofur the Dwarf	5"	4/4+	4	5	2	2	5	2	1	1
Bombur the Dwarf	5"	3/4+	4	4	2	3	5	2	1	1
Dori the Dwarf	5"	5/4+	4	5	3	2	5	2	1	1
Dwalin the Dwarf	5"	6/4+	5	6	3	2	6	2	2	2
Fili the Dwarf	5"	5/3+	4	5	2	2	5	2	1	1
Gandalf the Grey	6"	5/4+	4	5	1	3	7	3	6*	3
Gloin the Dwarf	5"	6/4+	4	7	3	2	6	2	1	1
Kili the Dwarf	5"	5/3+	4	5	2	2	5	2	1	1
Nori the Dwarf	5"	5/4+	4	5	2	2	5	2	1	1
Oin the Dwarf	5"	4/4+	4	4	1	2	6	1	4	1
Ori the Dwarf	5"	3/3+	3	4	1	2	5	1	3	1
Thorin Oakenshield	5"	6/4+	4	7	3	3	6	3	3	3

The White Council

Heroes	Mv	F	S	D	A	W	C	M	W	F
Galadriel	6"	6/3+	3	3	1	3	7	3	6*	3
Saruman the White	6"	5/4+	4	5	1	3	7	3	6*	3

Elrond's Household

Heroes	Mv	F	S	D	A	W	C	M	W	F
Elrond	6"	6/3+	4	7	3	3	7	3	3	3
Lindir	6"	5/3+	4	4	1	2	6	1	3	1
Rivendell Knight Captain	6"	6/3+	4	7	2	2	6	2	1	1

Warriors	Mv	F	S	D	A	W	C
Knight of Rivendell	6"	5/3+	3	5	1	1	5

Army of Thror

Heroes	Mv	F	S	D	A	W	C	M	W	F
Captain of Erebor	5"	5/4+	4	7	2	2	5	2	1	1
Grim Hammer Captain	5"	5/4+	4	7	2	2	5	2	1	1
Thrain	5"	6/4+	4	8	3	3	6	3	3	3
Thror	5"	6/4+	4	8	3	3	6	3	3	1

Warriors	Mv	F	S	D	A	W	C
Grim Hammer	5"	4/4+	3	6	1	1	4
Warrior of Erebor	5"	4/4+	3	6	1	1	4

Radagast's Alliance

Heroes	Mv	F	S	D	A	W	C	M	W	F
Gwaihir	12"	8/4+	6	8	2	3	6	1	1	1
Radagast the Brown	6"	5/4+	4	5	1	3	7	3	6*	3
-Radagast's Sleigh	10"	3/6+	2	3	4	4	2			

Warriors	Mv	F	S	D	A	W	C
Great Eagle	12"	7/4+	6	8	2	3	5

Azog's Hunters

Heroes	Mv	F	S	D	A	W	C	M	W	F
Azog	6"	7/5+	5	5	3	3	5	3	3	1
-The White Warg	10"	5/5+	4	5	2	2	4	3	1	1
Bolg	6"	7/5+	5	7	3	3	5	3	3	1
Fimbul	6"	5/5+	4	5	2	2	4	3	1	1
Hunter Orc Captain	6"	4/5+	3	5	2	2	3	2	1	1
Narzug	6"	4/4+	4	5	2	2	4	3	1	1

Warriors	Mv	F	S	D	A	W	C
Fell Warg	10"	3/-	4	4	1	1	2
Hunter Orc	6"	3/5+	4	4	1	1	2

The Trolls

Heroes	Mv	F	S	D	A	W	C	M	W	F
Bert	6"	6/5+	6	6	3	3	3	1	3	1
Tom	6"	7/5+	7	7	3	3	4	2	1	1
William (Bill)	6"	7/5+	7	7	3	3	4	3	1	1

Goblin Town

Heroes	Mv	F	S	D	A	W	C	M	W	F
Goblin Captain	5"	3/5+	4	4	2	2	3	2	1	1
Gollum	5"	5/4+	4	4	2	2	4	1	0	1
Grinnah	5"	3/5+	4	4	2	2	3	3	1	1
The Goblin King	6"	6/5+	5	5	3	3	3	3	2	1
The Goblin Scribe	0"	1/5+	2	2	1	1	3	0	1	1

Warriors	Mv	F	S	D	A	W	C
Goblin Warrior	5"	2/5+	3	3	1	1	2

The Free Peoples

Eregion and Rivendell

Heroes	Mv	F	S	D	A	W	C	M	W	F
Arwen	6"	6/3+	3	3	1	2	6	1	3	1
Círdan	6"	6/3+	4	4	1	2	6	1	4	1
Elladan and Elrohir	6"	6/3+	4	5	2	2	6	3	2	2
Elrond	6"	6/3+	4	7	3	3	7	3	3	3
Elrond, Master of Rivendell	6"	6/3+	4	4	3	3	7	3	3	3
Erestor	6"	6/3+	4	7	2	2	5	1	1	3
Gildor Inglorion	8"	6/3+	4	4	2	2	6	1	4	1
Gil-galad	6"	9/3+	4	7	3	3	7	3	3	1
Glorfindel, Lord of the West	6"	7/3+	4	5	3	3	7	3	3	3
High Elf Stormcaller	6"	5/3+	3	4	1	2	5	1	3	1
High Elf Captain	6"	6/3+	4	6	2	2	6	2	1	1

Warriors	Mv	F	S	D	A	W	C
High Elf Warrior	6"	5/3+	3	5	1	1	5

Lothlórien and Mirkwood

Heroes	Mv	F	S	D	A	W	C	M	W	F
Celeborn	6"	6/3+	4	4	3	3	7	3	3	3
Galadriel	6"	6/3+	3	3	1	3	7	3	6*	3
Galadhrim Captain	6"	6/3+	4	5	2	2	6	2	1	1
Galadhrim Stormcaller	6"	5/3+	3	4	1	2	5	1	3	1
Haldir	6"	6/3+	4	4	2	2	6	3	1	1
Haldir, Defender of Helm's Deep	6"	6/3+	4	5	2	2	6	3	1	1
Legolas Greenleaf	6"	6/3+	4	4	2	2	6	3	2	3
Rúmil	6"	6/3+	4	6	2	2	6	3	1	1
Thranduil, King of Mirkwood	6"	6/2+	4	5	2	2	6	3	2	2
Wood Elf Captain	6"	6/3+	4	4	2	2	6	2	1	1

Warriors	Mv	F	S	D	A	W	C
Galadhrim Knight	6"	5/3+	3	4	1	1	5
Galadhrim Warrior	6"	5/3+	3	4	1	1	5
Guard of the Galadhrim Court	6"	6/3+	3	5	1	1	6
Wood Elf Sentinel	6"	5/3+	3	3	2	1	5
Wood Elf Warrior	6"	5/3+	3	3	1	1	5

Durin's Folk

Heroes	Mv	F	S	D	A	W	C	M	W	F
Balin, son of Fundin	5"	6/4+	4	8	2	2	6	3	3	1
Dain Ironfoot, King of Erebor	5"	5/4+	4	9	3	3	7	3	3	2
Drár	5"	5/4+	4	7	2	2	5	3	1	1
Durin, King of Khazad-dûm	5"	6/4+	4	9	3	3	6	3	3	1
Dwarf Captain	5"	5/4+	4	7	2	2	5	2	1	1
Dwarf King	5"	6/4+	4	8	2	2	6	2	2	1
Floi Stonehand	5"	4/4+	4	6	2	2	5	1	3	1
Gimli, son of Gloin	5"	6/4+	4	8	2	2	6	3	2	2
King's Champion	5"	6/3+	5	7	3	2	5	2	1	1
King's Champion Herald	5"	4/4+	4	7	1	1	4	0	1	2
Mardin	5"	5/4+	4	7	2	2	5	3	1	1
Múrin	5"	5/4+	4	8	2	2	5	3	1	1
Shieldbearer	5"	5/4+	4	8	2	2	4	1	0	0

Warriors	Mv	F	S	D	A	W	C
Dwarf Ranger	5"	4/3+	3	5	1	1	4
Dwarf Warrior	5"	4/4+	3	6	1	1	4

Foe Spear	5"	4/4+	4	5	1	1	4
Iron Guard	5"	4/4+	4	6	2	1	4
Iron Shield	5"	4/4+	4	9	1	1	4
Khazâd Guard	5"	4/4+	4	7	1	1	4

	Strength	Defence	Wounds
Dwarf Ballista	(9)	10	3

The Shire

Heroes	Mv	F	S	D	A	W	C	M	W	F
Farmer Maggot	4"	3/3+	2	3	1	2	5	1	2	2
Grip, Fang and Wolf	8"	3/5+	3	3	1	1	2			
Fredegar Bolger	4"	2/3+	2	3	1	1	3	0	0	1
Frodo of the Nine Fingers	4"	3/3+	2	6	1	2	6	1	3	1
Lobelia Sackville-Baggins	4"	2/3+	1	2	1	1	6	0	3	1
Meriadoc, Captain of the Shire	4"	3/3+	2	4	2	2	4	1	1	2
Paladin Took	4"	2/3+	2	3	1	1	5	1	1	2
Peregrin, Captain of the Shire	4"	3/3+	2	4	2	2	4	1	1	2
Samwise the Brave	4"	3/3+	3	3	1	2	5	2	2	3

Warriors	Mv	F	S	D	A	W	C
Hobbit Archers	4"	2/3+	2	3	1	1	3
Hobbit Militia	4"	1/3+	2	3	1	1	3
Shirriffs	4"	3/3+	2	3	1	1	3

The Fellowship

Heroes	Mv	F	S	D	A	W	C	M	W	F
Aragorn – Strider	6"	6/3+	4	5	3	3	6	3*	3	3
Bill the pony	8"	1/6+	3	4	1	2	2	0	1	1
Boromir of Gondor	6"	6/4+	4	6	3	3	6	6	1	0
Frodo	4"	3/3+	2	3	1	2	6	2	3	3
Gandalf the Grey	6"	5/4+	4	5	1	3	7	3	6*	3
Gandalf's Cart	8"	0	3	5	0	3	3			
Gandalf the White	6"	5/4+	4	5	1	3	7	3	6*	3
Shadowfax	12"	0	4	5	0	1	5			
Gimli, son of Gloin	5"	6/4+	4	8	2	2	6	3	2	2
Legolas	6"	6/3+	4	4	2	2	6	3	2	3
Meriadoc Brandybuck	4"	3/3+	2	3	1	1	4	0	0	1
Peregrin Took	4"	3/3+	2	3	1	1	4	0	0	1
Samwise Gamgee	4"	3/3+	2	3	1	2	5	1	1	2
Sméagol	5"	4/4+	4	4	2	2	4	1	0	1

Wanderers in the Wild

Heroes	Mv	F	S	D	A	W	C	M	W	F
Bandobras Took, the Bullroarer	4"	3/3+	3	4	2	2	4	2	1	1
Bilbo Baggins	4"	3/3+	3	5	1	2	6	1	3	3
Ghân-buri-Ghân	6"	4/3+	4	4	2	2	4	3	1	1
Goldberry	6"	?	?	?	?	?	?	?	?*	?
Gwaihir	12"	8/4+	6	8	2	3	6	1	1	1
Tom Bombadil	6"	?	?	?	?	?	?	?	?*	?
Treebeard	6"	8/4+	8	8	3	3	7	3	6	3

Warriors	Mv	F	S	D	A	W	C
Ent	6"	7/4+	8	8	3	3	6
Great Eagle	12"	7/4+	6	8	2	3	5
Woses Warrior	5"	3/3+	3	3	1	1	3

The White Council

Heroes	Mv	F	S	D	A	W	C	M	W	F
Galadriel, Protectress of Lothlórien	6"	6/3+	3	4	3	3	7	3	3	3
Radagast the Brown	6"	5/4+	4	5	1	3	7	3	6*	3
Saruman the White	6"	5/4+	4	5	1	3	7	3	6*	3

Kingdoms of Men

Minas Tirith

Heroes	Mv	F	S	D	A	W	C	M	W	F
Aragorn, King Elessar	6"	6/3+	4	7	3	3	6	3*	3	3
Beregond	6"	4/3+	4	6	1	1	4	1	1	1
Boromir, Captain of the White Tower	6"	6/4+	4	6	3	3	6	6	3	3
Captain of Minas Tirith	6"	4/4+	4	6	2	2	4	2	1	1
Cirion, Lieutenant of Amon Barad	6"	4/4+	4	6	2	2	4	3	1	1
Damrod, Ranger of Ithilien	6"	4/3+	4	5	1	1	4	1	1	1
Denethor, Steward of Gondor	6"	5/4+	4	5	2	2	5	0	3	0
Faramir, Captain of Gondor	6"	5/3+	4	5	2	2	5	3	2	2
King of Men	6"	5/4+	4	5	2	2	5	2	2	1
Knight of the White Tower	6"	5/4+	4	6	2	2	4	1	1	1
Madril, Captain of Ithilien	6"	4/3+	4	5	2	2	4	3	1	1
Peregrin, Guard of the Citadel	4"	3/3+	2	4	1	1	4	1	1	2

Warriors	Mv	F	S	D	A	W	C
Citadel Guard	6"	4/4+	3	5	1	1	3
Guard of the Fountain Court	6"	4/4+	3	6	1	1	3
Knight of Minas Tirith	6"	3/4+	3	5	1	1	3
Osgiliath Veteran	6"	3/4+	3	5	1	1	4
Ranger of Gondor	6"	4/3+	3	4	1	1	3
Warrior of Minas Tirith	6"	3/4+	3	5	1	1	3

Siege Weapons	Strength	Defence	Wounds
Battlecry Trebuchet	(10)	10	4
Avenger Bolt Thrower	(7)	10	3

Arnor

Heroes	Mv	F	S	D	A	W	C	M	W	F
Aragorn, Isildur's Heir	6"	6/3+	4	5	3	3	6	3*	3	3
Arathorn	6"	5/3+	4	5	3	2	5	3	2	1
King Arvedui	6"	5/4+	4	6	2	2	5	3	2	0
Captain of Arnor	6"	5/4+	4	6	2	2	3	2	1	1
Dúnedain	6"	4/3+	4	4	1	1	5	1	1	1
Elladan	6"	6/3+	4	5	2	2	6	3	2	2
Elrohir	6"	6/3+	4	5	2	2	6	3	2	2
Halbarad Dúnadan	6"	5/3+	4	5	2	2	6	3	2	1
Malbeth the Seer	6"	3/4+	4	5	1	2	5	1	2	1
Ranger of the North	6"	4/3+	4	5	1	1	5	1	1	1

Warriors	Mv	F	S	D	A	W	C
Ranger of Arnor	6"	4/3+	3	4	1	1	3
Warrior of Arnor	6"	4/4+	3	6	1	1	2

Númenor

Heroes	Mv	F	S	D	A	W	C	M	W	F
Captain of Númenor	6"	5/4+	4	5	2	2	4	2	1	1
Elendil, High King of Gondor and Arnor	6"	7/4+	4	7	3	3	6	3	3	1
Isildur	6"	6/4+	4	7	3	3	6	3	1	2

Warriors	Mv	F	S	D	A	W	C
Warrior of Númenor	6"	4/4+	3	4	1	1	3

The Fiefdoms

Heroes	Mv	F	S	D	A	W	C	M	W	F
Angbor the Fearless	6"	4/4+	4	5	2	2	5	2	3	1
Captain of Dol Amroth	6"	4/4+	4	7	2	2	4	2	1	1
Duinhir	6"	5/3+	4	5	2	2	3	2	1	1
Forlong the Fat	6"	4/4+	5	6	2	3	4	3	1	1
The King of the Dead	6"	4/4+	4	8	1	2	7	0	6	3
Prince Imrahil of Dol Amroth	6"	6/4+	4	7	3	3	6	3	3	3

Warriors	Mv	F	S	D	A	W	C
Axeman of Lossarnach	6"	4/4+	3	5	1	1	3
Blackroot Vale Archer	6"	3/3+	3	4	1	1	2
Clansman of Lamedon	6"	4/4+	3	4	1	1	5
Knight of Dol Amroth	6"	4/4+	3	6	1	1	4
Man-at-arms of Dol Amroth	6"	4/4+	3	5	1	1	3
Rider of the Dead	6"	3/4+	3	7	1	1	6
Warrior of the Dead	6"	3/4+	3	7	1	1	6

Rohan

Heroes	Mv	F	S	D	A	W	C	M	W	F
Captain of Rohan	6"	4/4+	4	5	2	2	4	2	1	1
Éomer, Knight of the Pelennor	6"	5/4+	4	7	3	3	5	3	3	3
Éomer, Marshal of the Riddermark	6"	5/4+	4	6	2	2	5	3	2	2
Eorl the Young	6"	5/4+	4	6	2	2	5	3*	2	2
Éowyn, Shield Maiden of Rohan	6"	5/4+	3	3	1	1	5	2	2	2
Erkenbrand, Captain of Rohan	6"	5/4+	4	7	2	2	4	3	1	1
Gamling, Captain of Rohan	6"	4/4+	4	6	2	2	4	2	1	1
Grimbold of Grimslade	6"	4/4+	4	5	2	2	4	2	1	1
Háma, Captain of Rohan	6"	4/4+	4	6	2	2	4	2	1	0
King's Huntsman	6"	3/3+	4	5	1	2	4	2	1	1
Meriadoc, Knight of the Mark	4"	3/3+	2	4	1	1	4	1	1	2
Théoden, King of Rohan	6"	5/4+	4	5	2	2	5	2	0	2
Théodred, Heir of Rohan	6"	5/4+	4	6	2	2	5	3	3	0

Warriors	Mv	F	S	D	A	W	C
Rider of Rohan	6"	3/4+	3	5	1	1	3
Rohan Outrider	6"	3/3+	3	4	1	1	4
Rohan Royal Guard	6"	4/4+	3	6	1	1	3
Son of Eorl	6"	4/4+	4	6	2	1	4
Warrior of Rohan	6"	3/4+	3	4	1	1	3

The Fallen Realms

Isengard

Heroes	Mv	F	S	D	A	W	C	M	W	F
Dunlending Chieftain	6"	4/4+	5	5	2	2	4	2	3	1
Gríma Wormtongue	6"	2/4+	3	3	1	1	2	0	0	0
Lurtz	6"	5/4+	5	5	2	2	4	3	1	1
Mauhúr	8"	5/4+	5	5	3	2	4	2	1	1
Orc Captain	6"	4/5+	4	5	2	2	3	2	1	1
Saruman	6"	5/4+	4	5	1	3	7	3	6*	3
Sharkey	6"	4/4+	4	4	1	2	4	1	4	1
Sharku	6"	4/5+	4	5	2	2	3	3	1	1
Thrydan Wolfsbane	6"	4/4+	5	5	2	2	4	3	2	2
Uglúk	6"	5/4+	5	5	2	2	4	3	1	1
Uruk-hai Captain	6"	5/4+	5	5	2	2	4	2	1	1
Uruk-hai Shaman	6"	4/4+	4	4	1	2	4	1	3	1
Vraskú	6"	5/3+	5	5	2	2	4	3	1	1
Worm	6"	2/4+	3	3	1	1	2	0	0	0

Warriors	Mv	F	S	D	A	W	C
Demolition Charge	0"	-	-	7	-	3	-
Dunlending Warrior	6"	3/4+	4	4	1	1	3
Feral Uruk-hai	6"	4/4+	4	5	2	1	5
Isengard Troll	6"	6/5+	6	8	3	3	4
Orc Warrior	6"	3/5+	3	4	1	1	2
Ruffian	6"	3/4+	3	3	1	1	2
Uruk-hai Berserker	6"	4/4+	4	6	2	1	7
Uruk-hai Scout	6"	4/4+	4	4	1	1	3
Uruk-hai Warrior	6"	4/4+	4	5	1	1	3
Warg Rider	6"	3/5+	3	4	1	1	2
Wild Man of Dunland	6"	3/4+	3	3	1	1	3

Siege Weapons	Strength	Defence	Wounds
Isengard Assault Ballista	(9)	10	4

Harad and Umbar

Heroes	Mv	F	S	D	A	W	C	M	W	F
Armoured Fell Beast	12"	5/5+	6	7	2	3	3			
Corsair Bo'sun	6"	4/4+	4	4	2	2	3	0	0	1
Corsair Captain	6"	5/4+	4	4	2	2	4	2	1	1
Dalamyr, Fleetmaster of Umbar	6"	5/3+	4	4	3	2	4	1	1	3
Fell Beast	12"	5/5+	6	6	2	3	3			
Haradrim Chieftain	6"	4/4+	4	5	2	2	4	2	1	1
Haradrim King	6"	5/4+	4	5	2	2	5	2	2	1
Haradrim Taskmaster	6"	4/4+	4	5	2	2	3	2	1	1
Hâsharin	6"	5/3+	4	4	3	2	4	1	1	3
Horned Fell Beast	12"	5/5+	7	6	2	3	3			
Mahûd Beastmaster Chieftain	6"	4/3+	4	5	2	2	5	3	2	2
Mahûd King	6"	5/3+	5	5	2	2	4	2	2	1
Mahûd Tribesmaster	6"	4/3+	5	5	2	2	3	2	1	1
Suladân the Serpent Lord	6"	5/4+	4	5	3	3	5	3	3	1
The Betrayer	6"	5/4+	4	8	1	1	6	2	14	2
The Golden King of Abrakhân	6"	4/4+	4	5	4	4	4	2	6	2
The Knight of Umbar	6"	5/4+	4	8	1	1	6	3	14	2
War Múmak of Harad	*	4/5+	9	7	3	10	2			
- Howdah	-	-	-	9	-	5	-			

Warriors	Mv	F	S	D	A	W	C
Abrakhân Merchant Guard	6"	4/4+	4	4	1	1	3
Black Númenórean	6"	4/4+	3	6	1	1	4
Corsair Arbalester	6"	4/4+	3	3	1	1	3
Corsair of Umbar	6"	4/4+	3	3	1	1	3
Corsair Reaver	6"	5/4+	3	4	2	1	3
Half Troll of Far Harad	6"	5/6+	5	6	2	2	2
Haradrim Raider/Warrior	6"	3/4+	3	4	1	1	3
Mahûd Raider/Warrior	6"	3/4+	4	5	1	1	2
Serpent Guard	6"	4/4+	3	4	1	1	3
Serpent Rider	6"	4/4+	3	4	1	1	3
Watcher of Kârna	6"	4/3+	3	4	2	1	3

The Eastern Kingdoms

Heroes	Mv	F	S	D	A	W	C	M	W	F
Amdûr, Lord of Blades	6"	6/4+	4	6	2	2	4	3	1	1
Armoured Fell Beast	12"	5/5+	6	7	2	3	3			
Easterling Captain	6"	4/4+	4	6	2	2	4	2	1	1
Easterling Dragon Knight	6"	5/4+	4	6	3	2	4	2	0	0
Easterling War Priest	6"	3/4+	3	5	1	2	4	1	3	1
Fell Beast	12"	5/5+	6	6	2	3	3			
Horned Fell Beast	12"	5/5+	7	6	2	3	3			
Khamûl the Easterling	6"	5/4+	4	8	1	1	6	2	12	2
Khandish Chieftain	6"	5/4+	4	5	2	2	4	2	1	1
Khandish King	6"	6/4+	4	6	2	2	5	2	2	1
- Chariot	10"	0	3	7	0	3	0			

Warriors	Mv	F	S	D	A	W	C
Easterling Kataphrakt	6"	3/4+	3	6	1	1	3
Easterling Warrior	6"	3/4+	3	5	1	1	3
Khandish Charioteer	6"	4/4+	3	4	1	1	3
Khandish Horseman	6"	4/4+	3	4	1	1	3
Khandish Warrior	6"	4/4+	3	4	1	1	3

Moria and Angmar

Moria

Heroes	Mv	F	S	D	A	W	C	M	W	F
Ashrâk	5"	2/5+	3	4	1	2	3	1	3	1
Cave Drake	8"	6/5+	7	7	3	6	4	1	3	1
Dragon	6"	7/2+	7	7	4	7	4	3	3	3
Drûzhag the Beastcaller	5"	3/5+	3	4	1	2	4	2	5	2
Durbûrz, The Goblin King of Moria	5"	4/5+	4	6	2	2	4	3	2	2
Gröblog	5"	3/5+	4	6	2	2	3	3	1	1
Gundabad Blackshield Captain	5"	3/5+	5	6	2	2	4	2	1	1
Gundabad Blackshield Shaman	5"	2/5+	3	4	1	2	4	1	3	1
Moria Goblin Captain	5"	3/5+	4	5	2	2	3	2	1	1
Moria Goblin Shaman	5"	2/5+	3	4	1	2	3	1	3	1
Spider Queen	10"	6/6+	6	4	2	3	4	2	3	0
-Broodling	6"	2/6+	3	3	1	1	2			
The Balrog	6"	10/3+	9	9	4	10	7	0	10	0
The Watcher in the Water	4"	6/3+	6	6	6	6	2	1	5	1
Wild Warg Chieftain	10"	5/5+	6	5	2	3	3	1	3	1

Warriors	Mv	F	S	D	A	W	C
Bat Swarm	12"	1/5+	3	3	2	4	2
Cave Troll	6"	6/5+	6	6	3	3	3
Dweller in the Dark	8"	7/3+	5	5	3	3	7
Giant Spider	10"	4/6+	5	3	2	2	3
Gundabad Blackshield	5"	2/5+	4	6	1	1	3
Gundabad Blackshield Drummer	5"	2/5+	4	5	1	1	3
Moria Goblin Drum	-	-/-	-	10	-	3	-
Moria Goblin Drummer	5"	2/5+	3	4	1	1	2
Moria Goblin Prowler	5"	3/4+	3	4	1	1	2
Moria Goblin Warrior	5"	2/5+	3	4	1	1	2
Warg Marauder	10"	3/5+	4	5	3	3	3
Wild Warg	10"	3/5+	4	4	1	1	2

Angmar

Heroes	Mv	F	S	D	A	W	C	M	W	F
Armoured Fell Beast	12"	5/5+	6	7	2	3	3			
Angmar Orc Shaman	6"	3/5+	3	5	1	2	3	1	3	1
Barrow-wight	6"	3/4+	2	7	1	1	6	0	5	0
Buhrdûr, Troll Chieftain	6"	6/4+	6	6	3	3	4	3	1	1
Fell Beast	12"	5/5+	6	6	2	3	3			
Gûlavhar, the Terror of Arnor	12"	6/4+	8	5	*	4	*	3	3	0
Horned Fell Beast	12"	5/5+	7	6	2	3	3			
Orc Captain	6"	4/5+	4	5	2	2	3	2	1	1
Shade	6"	1/4+	1	8	1	3	1	0	3	0
The Dwimmerlaik	6"	5/4+	4	8	1	1	6	0	16	2
The Tainted	6"	5/4+	4	8	1	1	6	1	12	1
The Witch-king of Angmar	6"	5/4+	4	8	1	1	6	0-3	10-20	0-3

Warriors	Mv	F	S	D	A	W	C
Cave Troll	6"	6/5+	6	6	3	3	3
Orc Tracker	6"	3/4+	3	3	1	1	2
Orc Warrior	6"	3/5+	3	4	1	1	2
Spectre	6"	2/4+	3	5	1	1	6
Warg Rider	6"	3/5+	3	4	1	1	2

MORDOR

Mordor

Heroes	Mv	F	S	D	A	W	C	M	W	F
Armoured Fell Beast	12"	5/5+	6	7	2	3	3			
Black Guard Drummer	6"	4/4+	5	5	1	1	4	0	0	1
Black Númenórean Marshal	6"	5/4+	4	6	2	2	5	2	1	1
Captain of the Black Guard	6"	5/4+	5	7	2	2	4	2	1	1
Castellan of Dol Guldur	6"	5/4+	5	7	2	1	6	0	12	0
Cave Drake	8"	6/5+	7	7	3	6	4	1	3	1
Dragon	6"	7/2+	7	7	4	7	4	3	3	3
Fell Beast	12"	5/5+	6	6	2	3	3			
Gollum	6"	4/5+	4	4	2	2	4	1	0	1
Gorbag, Orc Captain	6"	4/5+	4	5	2	2	3	3	1	1
Gothmog, Lieutenant of Morgul	6"	5/5+	4	6	3	3	5	3	3	3
Grishnákh, Orc Captain	6"	4/5+	4	5	2	2	3	3	1	1
Horned Fell Beast	12"	5/5+	7	6	2	3	3			
Kardûsh the Firecaller	6"	3/5+	3	4	2	1	3	1	3	1
Khamûl the Easterling	6"	5/4+	4	8	1	1	6	2	12	2
Morannon Orc Captain	6"	4/5+	5	6	2	2	3	2	1	1
Mordor Orc Shaman	6"	3/5+	3	5	1	2	3	1	3	1
Mordor Orc Taskmaster	6"	4/5+	4	5	2	2	3	2	1	1
Mordor Troll Chieftain	6"	7/5+	7	8	3	3	4	2	1	1
Mordor Uruk-hai Captain	6"	5/4+	5	5	2	2	4	2	1	1
Orc Captain	6"	4/5+	4	5	2	2	3	2	1	1
Orc Drummer	6"	4/5+	4	5	1	1	3	0	0	1
Ringwraith	6"	5/4+	4	8	1	1	6	0-2	7-14	0-2
Shagrat, Captain of Cirith Ungol	6"	5/4+	5	5	2	2	4	3	1	1
Shagrat, War Leader of Cirith Ungol	6"	5/4+	5	7	3	3	4	3	3	3
Shelob	10"	7/6+	7	7	1	6	4	0	6	0
Spider Queen	10"	6/6+	6	4	2	3	4	2	3	0
- Broodlings	6"	2/6+	3	3	1	1	2			
The Betrayer	6"	5/4+	4	8	1	1	6	2	14	2
The Dark Lord Sauron	6"	9/4+	8	10	3	5	7	3	6*	*
The Dark Marshal	6"	6/4+	4	8	1	1	6	2	12	2
The Dwimmerlaik	6"	5/4+	4	8	1	1	6	0	16	2
The Knight of Umbar	6"	5/4+	4	8	1	1	6	3	14	2
The Mouth of Sauron	6"	4/4+	4	5	2	2	4	1	4	1
The Necromancer	6"	7/4+	6	8	1	1	6	3	25	*
The Shadow Lord	6"	5/4+	4	8	1	1	5	2	14	2
The Tainted	6"	5/4+	4	8	1	1	6	1	12	1
The Undying	6"	5/4+	4	8	1	1	6	2	20	0
The Witch-king of Angmar	6"	5/4+	4	8	1	1	6	0-3	10-20	0-3

Warriors	Mv	F	S	D	A	W	C
Black Guard of Barad-dûr	6"	4/4+	5	6	1	1	3
Black Númenórean	6"	4/4+	3	6	1	1	4
Giant Spider	10"	4/6+	5	3	2	2	3
Great Beast of Gorgoroth	8"	3/6+	6	7	3	4	2
Morannon Orc	6"	3/5+	4	5	1	1	2
Mordor Troll	6"	7/5+	7	7	3	3	3
Mordor Uruk-hai	6"	4/4+	4	4	1	1	3
Morgul Knights	6"	4/4+	3	6	1	1	4
Morgul Stalkers	6"	3/5+	4	4	2	1	3
Orc Tracker	6"	3/4+	3	3	1	1	2
Orc Warrior	6"	3/5+	3	4	1	1	2
Spectre	6"	2/4+	3	5	1	1	6
Warg Rider	6"	3/5+	3	4	1	1	2

Siege Weapons	Strength	Defence	Wounds
Mordor Siege Bow	(9)	10	3
Mordor War Catapult	(10)	10	4

* *These models have special rules which affect their characteristics: see the relevant* The Lord of the Rings *rules supplements or* The Hobbit: An Unexpected Journey *rules manual for more details.*

game summary

"Well! Here we are!" said Thorin. "And I suppose we ought to thank our stars and Mister Baggins"

- Thorin Oakenshield, A Warm Welcome

Turn Sequence

1. Priority phase
2. Move phase
3. Shoot phase
4. Fight phase
5. End phase

Measurement Conversion Table

In this rules manual, all distances are measured in inches. In *The Lord of the Rings* Strategy Battle Game, measurements were presented in both inches and centimetres. If you want to play using centimetres, multiply the distance in inches by 2.5 – this will give you the distance to use in centimetres.

Measurement Conversion Table

Distance in Inches (")	Distance in Centimetres
1"	2.5 cm
2"	5 cm
3"	7.5 cm
4"	10 cm
5"	12.5 cm
6"	15 cm
7"	17.5 cm
8"	20 cm
9"	22.5 cm
10"	25 cm
11"	27.5 cm
12"	30 cm
18"	45 cm
24"	60 cm

Note that this conversion chart might give slightly different metric values to those contained in older volumes. In the event of a conflict, use the values given here.

Priority Phase

Both players roll off to see who will go first this turn. The player with the highest score goes first. If the result is a draw, the player who did not have Priority last turn will have Priority this turn.

Move Phase

Starting with whoever holds Priority, players take it in turns to move their models. The player with Priority moves all his models first, and then the other player moves all of his models.

A model cannot move if it is in base contact with one or more enemy models when it is its turn to do so.

At the end of the Move phase, models that are engaged in combat with an enemy model(s) (i.e. are in base contact within them) must be paired off into individual combats. Each individual combat is then separated a little from those nearby.

Pairing Models off into Combats

- Where a model's pairings could be made in several different ways, the player with Priority that turn chooses which combat the model joins.
- Opponents are always paired off into one-on-one Fights where possible, with any other combatants then joining a Multiple Combat against an enemy they are touching.
- If a model could join one of several combats to create a Multiple Combat, then the player with Priority that turn chooses which combat he joins.
- A Multiple Combat can never contain multiple models from both sides. It can be 1 vs 1, 2 vs 1 or even 6 vs 1, but never 2 vs 2, or 5 vs 3.

Control Zones and Charging

- Most models have a 1" control zone surrounding their base.
- Models that are in base contact with one or more enemy models do not have a control zone.
- Only a charging model can enter an enemy model's control zone.
- A charging model must end its move in base contact with the first model whose control zone it has entered.

Difficult Terrain

- Difficult terrain includes areas of rough ground, such as undergrowth and scree.

- Models moving through difficult terrain do so at half speed. A model that moves 1" through difficult terrain therefore counts as having used 2" of his Move.

- The only exceptions are Cavalry models – these instead move through difficult terrain at quarter speed. A Cavalry model that moves 1" through difficult terrain therefore counts as having used 4" of his Move.

Jumping Obstacles

To see whether or not a model can jump an Obstacle, compare its height to the height of the Obstacle. In the case of Cavalry models, compare the height of the mount, rather than the whole model.

- If a model wishes to cross an Obstacle that is more than half its height, it must roll on the Jump table and apply the result.

- If a Cavalry model rolls a 1 on the Jump table, roll a further D6. On a score of 1, the rider is Knocked Flying (see the Thrown Rider table).

- If a model wishes to cross an Obstacle that is less than half its height, it can do so without rolling on a table.

Descending

A model can attempt to jump down a drop instead of climbing. Compare its height to the height of the Obstacle. In the case of Cavalry models, compare the height of the mount, rather than the whole model.

- If a model descends a distance equal to or less than its own height, it can do so without penalty.

- If a model descends a distance greater than its own height, it will suffer falling damage (see right).

Leaping Across Gaps

To see whether or not a model can leap a gap, compare its height to the width of the gap. In the case of Cavalry models, compare the height of the mount, rather than the whole model.

- A model can attempt to leap across a gap (such as a chasm, or a space between walkways) providing that the gap is not wider than twice the model's height. Roll on the Leap table and apply the result.

- If a Cavalry model rolls a 1 on the Leap table, roll a further D6. On a score of 1, the rider is Knocked Flying (see the Thrown Rider table). This happens after the model is placed at the bottom of the gap.

- A model cannot attempt to leap across a gap that is wider than twice its height.

Climbing

- Cavalry cannot climb.

- A model can attempt to climb up or down, provided there are handholds or other means for it to do so, but all climbing is treated as moving in difficult terrain.

- To climb, a model must move so that it is touching the Obstacle it wishes to ascend or descend. Then, roll on the Climb chart and apply the result.

Falling

- A model can fall when climbing, leaping or descending.

- If this happens, place the model Prone at the bottom of the gap it was leaping, or the object it was climbing.

- The model suffers one Strength 3 hit, plus an additional Strength 3 hit for every inch more than its height it has fallen. In the case of a Cavalry model, the mount instead takes one Strength 3 hit, plus an additional Strength 3 hit for every inch more than twice its height it has fallen; however, if the mount is slain, the Rider then takes the same number of hits as his mount, and must then roll on the Thrown Rider table and apply the result.

Leap Table

D6	RESULT
1	**Stumbles and Fails** The attempt to leap the gap has gone badly wrong. The model falls to the bottom of the gap, suffering falling damage as described above this table.
2-5	**Success** The model manages to leap across safely. Place your model on the other side of the gap, with its base touching it. The model may move no further this Move phase.
6	**Effortlessly Bounds Across** The model leaps across without missing a step. Place it on the other side; it may even complete its movement up to its maximum move distance (minus the distance it already used getting across the gap, of course).

Jump Table

D6	RESULT
1	**Stumbles and Fails** The model does not cross the Obstacle, but instead ends its movement for the turn.
2-5	**Success** The model successfully clambers over the Obstacle and reaches the other side. Place your model on the other side of the Obstacle, with its base touching it. The model may move no further this Move phase.
6	**Effortlessly Bounds Across** The model vaults across the Obstacle with ease, and may even complete its movement up to its maximum move distance (minus the distance it already used getting across the Obstacle, of course).

Climb Table

D6	RESULT
1	**Fall** The model slips and falls to the ground, and is placed Prone at the bottom of the surface it attempted to climb. If the model began its climb at ground level, it suffers no further damage, but if it was higher than this it falling damage as detailed above.
2-5	**Continue to Climb** The model climbs successfully, directly up, until it has moved its maximum move distance, or reaches the top, after which it may move no further this Move phase.
6	**Swift Ascent** The model climbs successfully, directly up, until it has moved its maximum move distance, or reaches the top. It may even complete its move up to its maximum move distance after it reaches the top (minus the distance it has already used climbing up, of course).

'Poor Mister Baggins had never had much practice at climbing trees, but they hoisted him up...'

- Flies and Spiders

Shoot Phase

Starting with whoever holds Priority, players take it in turns to shoot with their models. The player with Priority shoots with all his models first, and then the other player shoots with all of his models.

A model can shoot if:

- it has a missile weapon.
- it is not engaged in combat, and it has an enemy model within its Line of Sight, and its missile weapon's range. If there is at least one enemy model both in Line of Sight and range, choose one as the target of the shot.
- it did not move so far in the previous Move phase as to prevent it from shooting its missile weapon (see the Missile Weapon chart for more details).

Rolling To Hit

When a model makes a shooting attack, roll a D6. If this score is equal to or greater than the model's Shoot value, then the shot has hit – now roll To Wound. Otherwise, the shooting attack misses, and has no effect.

Rolling To Wound

When rolling To Wound, look up the missile weapon's Strength and the target's Defence on the To Wound table. Roll a D6. If the score is equal to or greater than the score shown in the table, the model has been wounded. Reduce the model's remaining Wounds by 1, and remove the model if it is reduced to 0 Wounds. If the score is less than the result shown in the table, the shot has no effect.

If the To Wound table shows two scores, then you must roll twice. A Wound is only caused if the first roll equals or beats the first number shown, and the second dice equals or beats the second number shown. If either score is less than the number shown, the shot has no effect.

In The Way

If, when a model shoots, there are other models or terrain (obstructions) between him and his target, he will need to take an In The Way test for each obstruction in the shot's path.

- Roll a D6 and look at the In The Way chart. Look up the type of obstruction that is In The Way, and the dice score associated with it. If your dice roll equals or beats the score shown on the In The Way chart, the shot has avoided the obstruction. You can now roll for the next obstruction, or roll To Wound against the target if there are no more obstructions In The Way.
- If a roll on the In The Way chart is ever less than the required score, the shot hits the obstruction and is discounted, unless:
  - the obstruction is a model, in which case roll To Wound against that model.
  - the obstruction is a model engaged in combat, in which case roll a D6. On a score of 1-3 the Evil model closest to the shooter is hit; on a score of 4-6 the Good model closest to the shooter is hit.

Other models and terrain in base contact with a shooting model are never considered to be In The Way.

Good models cannot make a shooting attack if another Good model (or a combat involving another Good model) is In The Way.

In The Way Chart

Obstruction	Score to pass
Purpose built fortifications, large rocky outcrops, windows and doorways.	5+
Walls, rocks, tree trunks, sturdy fences and intervening models.	4+
Flimsy fences, bushes, crops and long grass.	3+

Shooting at Cavalry

- When shooting at a Cavalry model, the mount is always treated as being In The Way of the rider.
- If the rider is slain, the mount must take a Courage test, or be removed from play as a casualty. If the test is passed, replace the Cavalry model with an unmounted model of the steed.
- If the mount is slain, the rider must immediately roll on the Thrown Rider table and apply the result. If the rider survives, place an unmounted version of him in base contact with the Cavalry model, then remove the Cavalry model.

Missile Weapon Chart

NAME	RANGE	STRENGTH	SPECIAL
Bow	24"	2	
Crossbow	24"	4	Move or Fire
Dwarf bow	18"	3	
Elf bow	24"	3	
Great bow	24"	4	
Orc bow	18"	2	
Short bow	18"	2	
Slingshot	12"	1	
Throwing spear	8"	3	Thrown
Throwing weapon	6"	3	Thrown

Many of these weapons have additional rules which affect their use. For the full rules for these, see the Missile Weapons section (page 71).

Fight phase

Players resolve Fights, one at a time, in an order chosen by the player with Priority. A Fight is broken down into four stages:

1. **Duel.** Players roll a number of dice equal to their models' total Attacks to see who wins. The side with the highest D6 score wins. If the scores are tied, the side that has the highest Fight value wins. If the highest Fight value is tied between models on opposite sides, roll a D6. On a score of 1-3, Evil wins; on a score of 4-6, Good wins.

2. **Loser Backs Away.** The losing model(s) must move back 1". Any models that cannot do so are Trapped.

3. **Winner Makes Strikes.** The winning model(s) now roll To Wound, making one Strike for each Attack on their profile. The controlling player can split the Strikes between losing enemies in the Fight as he wishes.

Look up the winner's Strength and the target's Defence on the To Wound table. Roll a D6. If the score is equal to or greater than the score shown in the table, the model has been wounded. Reduce the model's remaining Wounds by 1. If the score is less than the result shown in the table, the Strike has no effect.

If the To Wound table shows two scores, then you must roll twice. A Wound is only caused if the first roll equals or beats the first number shown, and the second dice equals or beats the second number shown. If either score is less than the number shown, the Strike has no effect.

4. **Remove Casualties.** Any models reduced to 0 Wounds are removed from play as casualties.

Trapped Models

If a model cannot Back Away 1", it is Trapped. Any Strikes directed against Trapped models are doubled – roll To Wound twice for each. If the Trapped model survives, its attackers must then Back Away 1".

Cavalry in Fights

- A charging Cavalry model fighting only Infantry gains an extra Attack for the duration of the Fight. This does not apply if the Cavalry model is fighting across a barrier.

- A charging Cavalry model fighting only Infantry that wins a Fight will also knock Prone losing models after they Back Away.

- A model that makes a Strike against a Cavalry model must decide whether to hit rider or mount. If a model has more than one Strike, he can split them between the two.

End Phase

In this phase, remove any effects that remain until the End phase, and then clear away any stray tokens and dice.

Prone Models

- Models can voluntarily go Prone, or be knocked Prone against their will. When this happens, place the model carefully on its side where it was standing.

- A standing model can go Prone at a cost of half its maximum move distance.

- A Prone model can stand up at a cost of half its maximum move distance.

- A Prone model does not have a control zone.

- Prone models cannot Charge.

- Prone models cannot make Strikes if they win a Fight.

- Prone models can be charged. To complete the Charge, an enemy must move so that its base is touching any part of the Prone model.

- Other models may jump Prone models. Move the model that will jump as close as possible to the Prone model, but so that it is not touching. Then, roll on the Jump table and apply the result, always leaving a gap between the models.

Courage Tests

A Courage test is taken by rolling 2D6 and adding the model's Courage value (in the case of a Cavalry model, use the rider's Courage, not the mount's). If the total is 10 or greater, the test has been passed, and there is no negative effect. If the total is lower than 10, the test is failed, with the consequences shown below. A model must take a Courage test if:

- It is attempting to charge a model with the Terror special rule. If the test is failed, the model cannot move at all this phase.

- It is a mount that has become separated from its rider. If the test is failed, the model is removed from play as a casualty. Mounts with either 0 Attacks or 0 Courage automatically fail this kind of Courage test.

- At the start of its move, if its force has been broken. If the test is failed, the model is removed from play as a casualty.

- Called upon to do so by a special rule – in which case, the consequence will be stated in the rule itself.

Multiple Courage Tests

A model that passes a Courage test automatically passes any Courage tests caused by the same special rule later in the turn (even if the tests are provoked by different models).

Heroes

Might

A Hero can expend a point of Might to modify one of his own dice rolls by +1 or -1, or call a Heroic Action. Might cannot be used to take a dice score above 6 or below 1. The following dice rolls can be modified:

- Rolls on the Jump, Leap, Climb, and Thrown Rider tables.

- Shooting To Hit, In The Way, and To Wound* rolls.

- Duel rolls and To Wound* rolls in a Fight.

- Courage tests.

- Casting and Resist tests.

- Fate rolls.

*Note that if two To Wound rolls are required, each point of Might spent affects both rolls. For example, a To Wound roll of 6/4 would become 5/3 if modified by one point of Might.

Will

Will can be expended for the following actions:

- Casting magical powers (see Magical Powers).

- Resisting magical powers (see Magical Powers).

- Modifying Courage tests – for each point of Will expended, the model's Courage is raised by 1 for the duration of the test.

Fate

- When a model suffers a Wound, it can spend a Fate point in an attempt to prevent it.

- Roll a D6 – on a score of 4+, the Wound has no effect. On a roll of 1-3, the model can spend another Fate point to roll again. If he has no more Fate, or chooses not to spend further Fate points, he suffers a Wound as normal.

- If a special rule causes an attack to inflict more than one Wound, or would slay the model outright, regardless of how many Wounds it has remaining, a single successful Fate roll prevents all damage from each Wound inflicted, unless otherwise stated. A model who is wounded twice must make two successful Fate rolls, and so on.

Heroic Actions

A Hero can declare a Heroic Action at the start of any phase. Each type of Heroic Action can only be declared at the start of a particular phase, as shown below. If Heroes from both sides wish to declare Heroic Actions, roll a D6 to see which side performs the first Heroic Action: on a 1-3 Evil goes first, on a 4-6 Good goes first. Players then alternate resolving their Heroic Actions until all have been completed.

Heroic Move (Move phase)

If a Hero calls a Heroic Move, he moves before other models. If the Hero shouts 'With Me!', all friendly models within 6" of the Hero (before he moves) can also move as part of the Heroic Action. If a Hero is charged before the Heroic Move is resolved, the action is cancelled and the Might point lost.

Heroic March (Move phase)

If a Hero calls a Heroic March, he adds 3" to his Move if on foot (or 5" to his Move if mounted) but cannot Charge in the same Move phase. If the Hero shouts 'At the Double', all friendly models within 6" of the Hero (before he moves) also add 3" to their Move if on foot (or 5" to their Move if mounted) but cannot Charge in the same Move phase.

Heroic Channelling (Move phase)

A Hero who calls a Heroic Channelling action uses the Channelled version of all magical powers he casts in the same turn.

Heroic Shoot (Shoot phase)

If a Hero calls a Heroic Shoot, he shoots before other models. A Hero can call a Heroic Shoot if he does not have a missile weapon, but cannot call one if he is engaged in combat. If the Hero shouts 'Loose!', all friendly models within 6" of the Hero can also shoot as part of the Heroic Action.

Heroic Accuracy (Shoot phase)

A Hero who calls Heroic Accuracy, he re-rolls failed In The Way rolls when shooting in that Shoot phase. A Hero can use Heroic Accuracy if he does not have a missile weapon, but cannot use it if he is engaged in combat. If the Hero shouts 'Take Aim!', all friendly models within 6" of the Hero also re-roll failed In The Way rolls in that Shoot phase.

Heroic Combat (Fight phase)

If a Hero calls a Heroic Combat, the Fight he is involved in is resolved first. In addition, if all the enemies in the same Fight are slain, the Hero (and all friendly models engaged in the same Fight) may immediately move again. If this move is used to Charge fresh enemies, the charging models fight again in the ordinary sequence.

Heroic Strike (Fight phase)

A Hero who uses Heroic Strike increases his Fight value by D6 (to a maximum of 10) for the remainder of the phase. This bonus is applied before any other effects (such as the Transfix magical power) are taken into account.

Monsters & Brutal Power Attacks

If a Monster wins a Fight, its controlling player can resolve its Strikes normally, or elect to use a Brutal Power Attack – either one given here, or one from the Monster's profile.

Rend

- The Monster makes all of its Strikes against a single enemy model in the Fight, substituting the enemy's Strength for its Defence for the purposes of To Wound rolls.

Hurl

- Choose an enemy model in the Fight whose Strength is lower than that of the Monster.
- Both models then roll a D6 and add their Strength. If the enemy model's total is lower, he is thrown a number of inches equal to the difference in the totals.
- All models passed through suffer a Strength 3 hit and are knocked Prone. The thrown model suffers one Strength 3 hit for each model passed through, plus a Strength 6 hit at the end of his thrown move. He is then knocked Prone. If the thrown model hits an obstacle, he suffers a Strength 6 hit, and does not travel further.

Barge

- Barge cannot be used if the Monster is taking part in a Heroic Combat.
- All enemy models involved in the Fight must Back Away 3", rather than 1". The Monster can then move D6". If he Charges enemies, the Monster fights again in the ordinary sequence, but cannot use Brutal Power Attacks.

Monstrous Cavalry

A Cavalry model with Strength 6 or greater is classed as Monstrous Cavalry. It follows all the normal rules for Cavalry, as well as those presented here.

- Even Infantry with Strength 6 or higher can be knocked Prone by Monstrous Cavalry.
- Monstrous Cavalry can even knock another Monster Prone, but only if the Monstrous Cavalry model's Strength is higher than the other Monster's.
- Monstrous Cavalry can knock Cavalry models to the ground. The rider of a mount that is Knocked to the Ground is immediately treated as having rolled a Knocked Flying result. The mount is treated exactly as if its rider had been slain, and is also knocked Prone.
- When Shooting at a Monstrous Cavalry model, the mount is treated as being In The Way on a 1-4, rather than a 1-3, as would usually be the case.
- Monstrous Cavalry can use Brutal Power Attacks.

Close Combat Weapons

Unarmed models suffer a -1 penalty to both Duel and To Wound rolls.

Single-handed weapons apply neither bonuses nor penalties to a Fight.

Two-handed weapons grant the wielder a +1 bonus To Wound (this applies to both To Wound rolls, if there are two) but a -1 penalty to the Duel roll.

Some weapons also have optional abilities. Unless otherwise stated, if a model is using one of these abilities, it must be declared before the Duel roll is made.

Piercing Strike (Axes and picks)

The wielder makes Strikes at +D3 Strength, but suffers a –D3 penalty to his Defence for the duration of the Fight.

Stun (Clubs and staffs)

Declare this ability is being used after your model has won the Fight. The wielder does not roll To Wound in this Fight. Choose an enemy model in the Fight and roll a D6. On a score of 4+, the victim is reduced to Fight and Attacks 1 until the end of the following turn.

Whirl (Flails, scourges and whips)

A model who Whirls reduces his Fight to 1 for the duration of the Fight. If he wins, he does not make Strikes normally, but inflicts 1 Strike on each enemy model in the Fight.

Bash (Maces, mauls and hammers)

Instead of making Strikes, the model chooses an enemy in the Fight. Both models then roll a D6 and add their Strength (the bashing model adds a further +1 if he has a two-handed weapon with this rule). If the bashing model's total is equal or higher, his opponent is knocked Prone.

Feint (Daggers and swords)

A model who Feints reduces his Fight by D3 for the duration of the Fight, but re-rolls To Wound rolls of 1.

Special Close Combat Weapons

Elven Blade

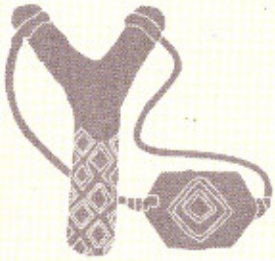
A Elven blade can be used as a single-handed or two-handed weapon. In addition, a model with an Elven blade always has the advantage when determining who wins a drawn Fight unless his opponent also has an Elven blade – and thus will apply a bonus of +1 to the roll to see who wins. Thus, a Good model with an Elven blade would win the drawn Fight on a roll of 3-6, instead of the usual 4-6.

Lance

A Cavalry model fighting with a lance has a +1 bonus To Wound on the turn that it Charges.

Spears and pikes

A spear- or pike-armed model does not have to be in base contact with an enemy in order to fight – he can do so provided he is in base contact with a friendly model who is fighting (pg 69).



Missile Weapons

The term missile weapon covers a wide range of weapons including slingshots, bows, Elf bows, and great bows, but they all work in much the same fashion. The major differences between the different types of weapon are the characteristics that they have (pg 71). In most cases, a model can shoot in the Shoot phase provided that it has not used more than half of its maximum allowance in the preceding Move phase.

To Wound Chart

STRENGTH \ DEFENCE	1	2	3	4	5	6	7	8	9	10
1	4	5	5	6	6	6/4	6/5	6/6	-	-
2	4	4	5	5	6	6	6/4	6/5	6/6	-
3	3	4	4	5	5	6	6	6/4	6/5	6/6
4	3	3	4	4	5	5	6	6	6/4	6/5
5	3	3	3	4	4	5	5	6	6	6/4
6	3	3	3	3	4	4	5	5	6	6
7	3	3	3	3	3	4	4	5	5	6
8	3	3	3	3	3	3	4	4	5	5
9	3	3	3	3	3	3	3	4	4	5
10	3	3	3	3	3	3	3	3	4	4

Rolling to Wound

Compare the Strength of your weapon to the Defence of your target. The result indicates the minimum dice roll required to Wound. 6/4, 6/5 and 6/6 mean you must roll a single dice and score a 6, followed by another dice that must score either 4+, 5+ or another 6, respectively. A '–' means that model cannot wound the target.

Magical Powers

- A model with magical powers can attempt to use one during each of its Move phases.
- A magical power can be used before the model moves, during its move or at the end of the move.
- A model that is engaged in combat cannot use a magical power.
- All magical powers have a range – this is given in the model's profile.
- A magical power that targets a specific model also requires Line of Sight.
- To cast a magical power, a model must expend at least one Will point. He then rolls a D6 for each Will point expended. If at least one of the dice equals or beats the magical power's Casting Value, it is successfully cast, and is now resolved (unless it is resisted).

Resisting Magical Powers

- If a model is the target of a successfully cast magical power, it can attempt to Resist before the power is resolved.
- To Resist a magical power, the model expends a number of Will points and rolls a number of D6 equal to the number of Will points expended. If one or more of the D6 scores is equal to or greater than the highest D6 score from the casting attempt, the power is resisted, and does not take effect.
- If a magical power targets several models, one of those models can attempt to Resist. If the Resist attempt is successful, none of the targets are affected by the magical power.
- If a Cavalry model is targeted by a magical power, either the rider or the mount can attempt to Resist (if either has Will points) and both rider and mount suffer the effects if the magical power is not resisted.

Spell Durations

- Instant powers end as soon as they are resolved.
- Temporary powers last until the End phase of the turn in which they are cast.
- Exhaustion powers last until the casting model's Will score is reduced to 0, or it is slain.

MAGICAL POWER	DURATION	EFFECT	CHANNELLED EFFECT
Aura of Command	Exhaustion	Friendly models within 6" automatically pass Courage tests	Range is increased to 12"
Aura of Dismay	Exhaustion	Friendly models within 6" cause Terror	Range is increased to 12"
Banishment	Instant	Target Spirit or Undead model suffers 1 Wound	Target model suffers D3 Wounds
Black Dart	Instant	Target takes a Strength 9 hit	Wounding hit causes D3 Wounds
Blinding Light	Temporary	Shots at caster, or a model within 6", only hit on a 6. Illuminates 12" area around caster	Duration changes to Exhaustion
Chill Soul	Instant	Target suffers a wound	All models within 5" of target take a Strength 5 hit
Command/ Compel	Temporary	Caster can move target up to half its maximum move distance and it is then Immobilised	Target also reduces Fight value and Attacks to one
Curse	Instant	Target loses a Fate point	Target loses all of its Fate points
Drain Courage	Instant	Target reduces Courage by 1 for rest of the battle	Target reduces Courage by D3 for the rest of the battle
Fortify Spirit	Exhaustion	Target rolls 2 extra dice for Resist rolls	Target also adds 1 to the highest dice rolled
Fury	Exhaustion	Friendly models within 6" automatically pass Courage tests and are granted an extra 6+ Fate roll	Fate roll is increased to 5+
Nature's Wrath	Instant	Enemy models within 6" are knocked Prone	Enemy models within 6" also suffer a Strength 2 hit
Immobilise/ Transfix	Temporary	Target cannot move, shoot or make Strikes. Also, he halves his Fight value and Attacks characteristic, and cannot make Strikes	Target's Fight value and Attacks characteristic are reduced to 1
Panic Steed	Instant	Target mount is removed from play, rider is thrown	All models within 3" of the target are also affected
Paralyse	Instant	Target is knocked Prone and can do nothing until it recovers. Roll a D6 at the end of each Fight phase, on a 6 it recovers	Target suffers a Strength 5 hit each time it fails to recover
Renew	Instant	Target regains a single Wound	Target regains D3 Wounds
Sap Will	Instant	Target loses D3+ 1 Will points	Target loses all of its Will points
Sorcerous Blast	Instant	Target blasted D6" and knocked Prone. Any models in the way are also knocked Prone. Target suffers a Strength 5 hit and other models in the way suffer a Strength 3 hit	Target model instead suffers a Strength 6 hit and other models instead suffer a Strength 4 hit
Strengthen Will	Instant	Target Hero gains 1 Will point	Target Hero gains D3 Will points
Terrifying Aura	Exhaustion	Caster causes Terror	Enemies take the Courage test on 3D6 and discard the highest
Your Staff is Broken!	Instant	Target's staff is broken	Target also suffers a Strength 7 hit

Army Roster

Warband Name | **Army** | Leader ☐

Hero | Pts | Wargear and options

M F S D A W C

Might | Will | Fate

No. Warrior | Pts | Wargear and options

M F S D A W C

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gulf of lune
the grey havens
harlond
harlindon
south downs
loudwater
brandywine river
minhiriath
eredwaith
dunland
greyflood river
swanfleet river
isen river
gap of
adorn river

Grey mountains
withered heath
the desolation of smaug
iron hi
moors
coldfells
Rhoulanion
Mirkwood
River Running
Gladden R.
Gladden fields
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Field of Celebrant
the Brown Lands
Limlight River
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East Emnet
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